VOID 1.1

BATTLES WITH MINIATURES

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PROLOGUE

In the centuries since humans made their first manned space flights around the homeworld of Viridia in the Viridia Solaris-Leviathan binary star system, they have spread like a blizzard across the galaxy. Using advanced gravitic technologies to create temporary wormholes, faster than light travel was long ago made a reality. This combined with cold fusion atmosphere processing and probiotic terraforming techniques has allowed humans to thrive on all manner of worlds. Since the very beginning this glorious age of expansion and quest has been conducted under the guidance of VASA, the Viridian Aeronautics and Space Agency. VASA has overseen the colonisation of three worlds within the Viridian system- planets that along with Viridia itself have come be known as the homeworlds. Fertile Viridia remains home to prosperous traders and explorers the Viridians. Ironglass is a large desert planet honeycombed with tunnels and caverns, and is the homeworld of the rough and ready Junkers with their convict legions and industrial labour camps. Prime is a black, barren teardrop shaped planetoid on the outermost orbit of the twin system and is homeworld to the cyborgs and AIs known as Syntha. Finally Vacillus, an ice planet orbiting the dead star Leviathan, is the headquarters of VASA.

Space travel brought solutions to many of the problems that faced earthbound humanity- overcrowding, lack of resources, etc- yet despite this people persist in fighting one another. In fact space travel created a whole new raft of reasons for going to war. Trouble started when the initial colonies settled within the Viridian system demanded independence from the homeworld. First the Syntha of Prime, then the Junkers of Ironglass won their independence from the Viridian Assembly by waging war. This broke up the system into three very different societies. The Viridians continue to run their world as a capitalism-based democracy. The Junkers fare less well under their harsh, militaristic regime where human life is often brutal, ugly and short. Finally the Syntha practise a form of collective technocracy that is underpinned by the idea of improving humans through cybertechnology. In order to keep the peace, these incompatible neighbours have formed between them the Tripartite Confederacy, which is overseen by independent VASA from its home base on Vacillus. This arrangement ensures that the homeworlds' interests are kept satisfied and that they have a forum for thrashing out their differences diplomatically. Outside of the Viridian system however, things get less civilised. There are thousands of colonies beyond the homeworlds, most of which belong to Viridia, Ironglass or Prime (though there are growing numbers of independents), and on these worlds differences of opinion can quickly escalate into something considerably uglier. As the Confederacy worlds each greedily try to give their empire the edge over the others, tensions mount and sporadic wars break out. Publicly the homeworlds always distance themselves from these conflagrations, passionately denouncing the violence. However, when one scratches away the veneer of propaganda, one almost always finds Confederacy arms and troops involved. The galaxy is never free from bloodshed for a moment, and somewhere in the vastness of space there is always a war being fought. The military-industrial complex never sleeps; never dies.

In their long history of colonising the galaxy humans have encountered many alien species, none of which have posed any significant threat, since they have always been just plants and animals. Until recently that is, when new colonies at the farthermost reaches of human space made contact with the Koralon. Koralon are a space faring race of serpent-like amphibians who are masters of a unique form of biotechnology, which revolves around their relationship with a parasite that lives on their bodies. Without the parasite they would be marine invertebrates, unable to support their large, soft bodies on land. The microscopic parasites create deposits of an incredibly tough mineral inside the Koralon and the aliens have learned to control the formation of this to make for themselves skeletons, armour and weapons. The material also has some bizarre conductive properties and when alloyed with neutronium forms the bases for their space travel and energy weapon technologies. Encounters with the Koralon have resulted in a war that has raged since first contact was made. The humans initially came worst off and many colonies have fallen to the aliens, forcing VASA to pull back from the galactic rim and consolidate the defences of central colonies. Since then a stalemate has ensued with many of the rimworlds acting as no-mans land between the two species. The current state of play sees VASA becoming more strident in its demands for military support from the homeworlds and colonies to see off the alien threat. What remains to be seen is whether the rest of humanity can put aside their differences for long enough to act against a threat that could destroy them all; or whether their petty squabbling and divisiveness will mark the end of human civilisation?

The Viridian Solar System

The Viridian System is a binary star system. The first star, Viridia Solaris, is a medium sized, bright yellow main sequence star that is just entering stellar middle age. Viridia Solaris has five planets orbiting it, on two of which life has evolved. With the exception of one planet, all of these worlds have perfectly perpendicular planes of rotation around Viridia Solaris, indicating that the system has always been free from cosmic impacts.

Closest to the sun is tiny Lucifer and it is the exception to rule of the other worlds, in that its plane of rotation is almost perfectly aligned with its orbit. Lucifer is a spherical hunk of glistening, metallic ferment and has no atmosphere to protect it from the extreme heat of Viridia Solaris. As a consequence its predominantly tin and copper composition melts into a bronze like alloy. Even on the night side of the planet- exposed as it is to the freezing vacuum of space- there are molten seas of this substance. Lucifer has two moons, Chort and Moloch.

Ironglass is the next planet out from the star, and is a large, honeycombed planet composed mainly of silicates. Ironglass has microscopic indigenous life on it, though its ecosystem is severely circumscribed by harsh environmental conditions. Ironglass has one moon, called Vectis.

The third planet is Viridia- where it all began for human life. Viridia is a blue-green planet with an ancient and highly diverse biosphere. The world is lush and sweltering in a wide band around the equator, with the environment becoming more arid towards the poles. Viridia has two moons, Hecate and Baphomet.

Fourth from Viridia Solaris is Xanth, a smallish, pale blue gas giant whose surface is composed chiefly of frozen methane beneath a dense atmosphere of hydrogen, helium and methane. Xanth has three moons, Clotho, Lachesis and Atropos.

The last planet making up the Viridia Solaris subsystem is Imryl, a smooth, grey globe of barren rock not much bigger than Lucifer. It has no mineral resources to speak of, and has never been colonised since it is of neither commercial nor strategic value. Imryl has no moons.

Leviathan, the second star in the binary system is a dark body- a tiny, super dense star that died a very long time ago and is about 1/100th the size of Viridia Solaris. Leviathan holds two planets within the incredibly potent gravity field that it exerts on surrounding space, both of which are barren rocks. Whether either of these worlds ever supported its own life is a source of futile speculation, for if such life had existed it would have been eradicated billions of years ago by Leviathan's death throes.

Closest to Leviathan is Vacillus, a frozen, flinty planet about the same size and mass as Viridia. Vacillus has been chosen as the headquarters of VASA because it is the nearest object in space to the strategic goldmine that is the Leviathan Gravwell.

Vacillus has one moon, Kothon, which VASA has adopted as the main dockyard for its massive starfleet.

Urukh orbits some distance from Leviathan and is composed mainly of metals- predominantly iron and copper. Copper deposits reacting with gases in the thin atmosphere give the planet its characteristic mottled green hue. Five moons orbit Urukh, and they are Hobbe, Barghest, Kobold, Sidh, and Fomorian.

Perhaps the strangest object in the system is Prime, a teardrop-shaped planetoid that orbits the whole system in a great ellipse. Prime is composed chiefly of a vitrified, obsidian like silicate that has some very unusual properties and is found nowhere else in explored space. It is a cold, airless place and life can only be sustained in subterranean chambers hollowed out by settlers, or in sealed installations on the surface. Despite these difficulties, Prime's abundance of rare and unique mineral resources makes it a very desirable world indeed.

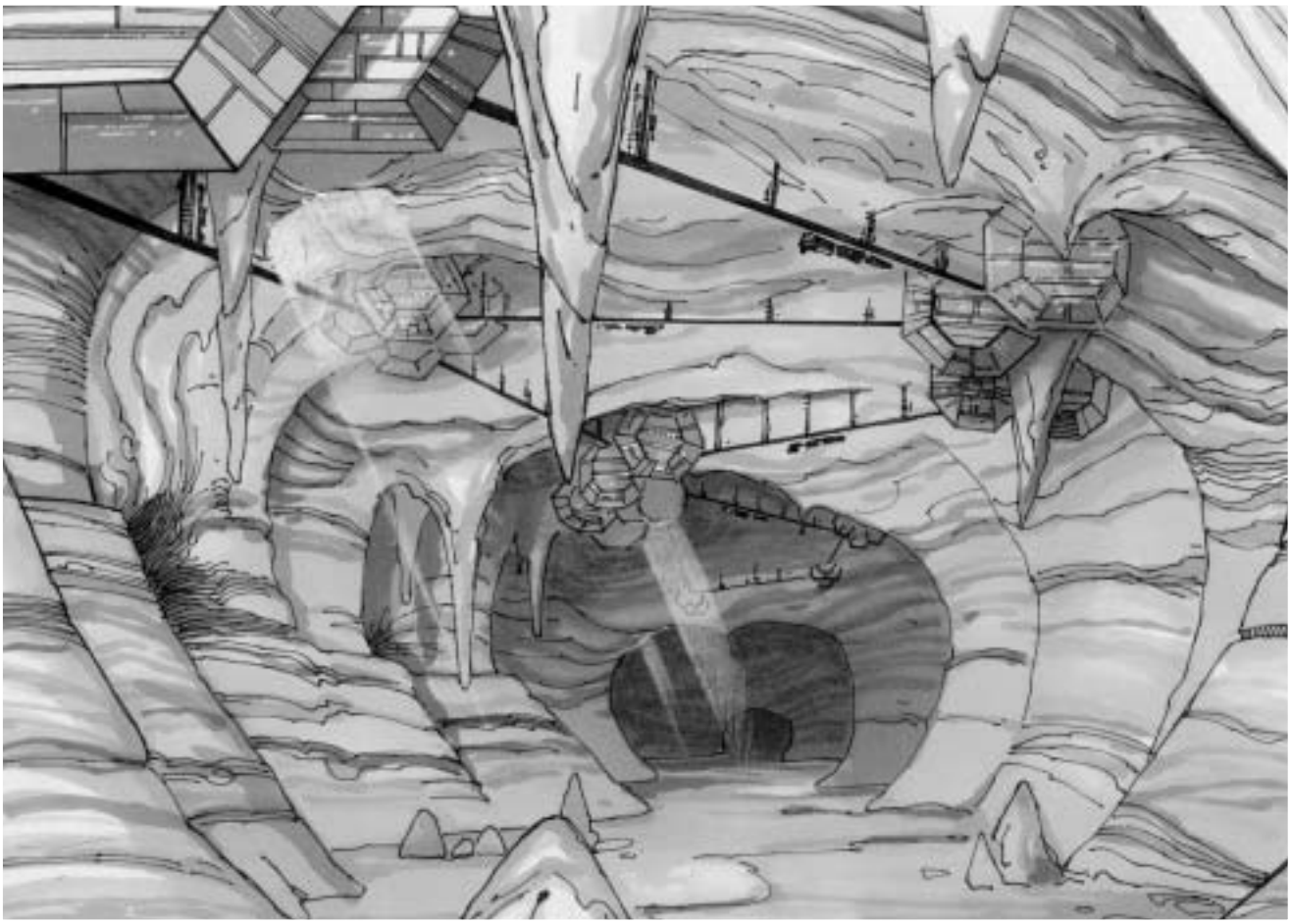
The binary system attained its present state billions of years in antiquity, and in the beginning there were two separate systems. Whilst the Viridia system was young and its planets were still forming, it was captured by Leviathan, a massive red giant in stellar old age at the time. Leviathan shed its outer shell, scouring and irradiating its own two planets, Vacillus and Urukh, to shrink and become a white dwarf. It is surmised now that this event was responsible for the creation of Prime, which was forming as the outermost planet of the Viridia system at the time. The massive tidal forces of the two stars coming so near one another tore Prime's accretion disc from its natural orbit, deforming it and vitrifying the developing planet in the process.

There are four inhabited worlds in the binary system. Viridia was the world where humans first evolved, and from there they moved out to settle the other colonies. Since that time various wars have been fought and three independent states have emerged. The original Viridians are of course on their home world, and have a sort of corporate democracy for their society. The first planet colonised from Viridia was Ironglass, which became used as a penal labour camp for convicts. Since that time Ironglass has won its independence from Viridia. The convict's descendants are called Junkers, and maintain a harsh, despotic and technologically disadvantaged society. Prime was the third world colonised as humanity struck farther out into space. It is the home of the Syntha, a technocratic elite that believes in improving humans through the use of cybertechnologies. Finally Vacillus was colonised by VASA, the independent organisation that binds these disparate worlds and all of their colonies together in a loose federation- the Tripartite Confederacy.

Viridia

Viridia is the third planet from Viridia Solaris and is a rocky sphere, perceptibly flattened at the poles. It is made up of three distinct layers- a thin volcanic crust, a liquid rock mantle and a molten iron/nickel core. Viridia's crust consists of two tectonic plates, one covering the northern and one the southern hemisphere. Since the planet cooled and the crust formed these plates have crept apart, throwing up a line of volcanoes and high mountains around the equator. Over hundreds of millions of years they have forced back the oceans that once covered the whole planet. Now, as a result of this constant geological action, the only seas on Viridia are near the poles. Viridia gets its name from the wide belt of lush rainforest, which forms a virtually unbroken line around the planet's equator. The tropics give way to more temperate regions further out from the equator, and eventually the bleak ice deserts at the poles. There is an abundance of animal and plant life on Viridia, particularly in the tangled equatorial jungles where the largest organisms (apart from trees) are numerous species of giant saurians. Life even exists in the terrible cold of the polar seas and on the ice caps themselves, where fish and well-adapted mammals and birds eke out a marginal existence.

Human civilisation began on Viridia when the distant ancestors of the Tripartite Confederacy founded the cities of Karas, "the Golden", and Myrhin in the fertile Southern Valleys. Nowadays the planet is governed from its capital city, Karas, by a global corporate democracy known as the Viridian Assembly. All Viridian citizens are shareholders of the various corporations that form the Viridian Assembly, and they can use their influence to select or deselect which company directors sit on the Assembly's Board. It is this board of directors that make policy on Viridia and appoint representatives to VASA. Viridians are probably the most involved members of VASA and are certainly not averse to using their majority in the administration to further their own military-industrial complex. In the name of pluralism there are regular elections for the board of directors, though these only take place every five years. Under extraordinary circumstances it is possible for citizens to request a vote of no confidence in board members if they feel that there are sufficient grounds for doing do so. Viridian colonies appoint their own governors using a simplified model of the same system. They operate under a devolved system of government, in which the colony is subject to core policies determined by the Viridian executive, though they can make their own policies to cope with local affairs. There are a few ethnic reservations and hill tribes in the wilder parts of the northern hemisphere that represent a throwback to pre-globalisation times on Viridia. They refuse



to recognise the Viridian Assembly and live by ancient pastoral means. Viridia is immensely proud of these relics and despite their hostility to the corporate government, it preserves them as a sort of living anthropological treasure.

Communications, logistics and agriculture drive the Viridian economy and account for the majority of its research and development spending. Although there is always plenty of cross-fertilisation of ideas between the core worlds of the Tripartite Confederacy through trade, espionage, and membership of VASA, each of the worlds excels in certain areas; and IT and trade are Viridia's strongest points. Because Viridia has such a fertile biosphere it has distinct advantages over Ironglass and Prime when it comes to farming and less of this world's financial reserve needs to be spent on trade or biotech solutions to feed its population. Traditionally Viridia has fostered the cutting edge of space travel, and the need for maintaining channels of communication that goes along with this has led to the Viridians developing many clever new technologies such as sub-ether carrier waves and quantum relay probes. Viridians invented the plasma drives that are still used on all spacecraft as the primary propulsion system (as well as for a variety of other energy needs) and they pioneered grav-shunting.

The Viridian military are on the whole well trained and equipped, which is true of Viridian garrisons throughout the galaxy. Each settlement is responsible for raising and maintaining its own security forces in accordance with Viridian Assembly directives, and providing the troops there with standardised equipment and training. Special forces are raised on colonies suitable for the work they are required to do, and can be conveyed to where they are required at a moment's notice. War is a politically sensitive matter where the Viridians are concerned though. In the wondrous hindsight following certain disastrous historical campaigns that it is not polite to mention to a Viridian, the Viridian Assembly is prepared to throw inordinate amounts of money at ensuring human casualties remain at a minimum when they go to battle. Consequently the Viridians are masters of long range logistics and fast, efficient battlefield support. Forces can usually be deployed or extracted quickly, and with the minimum of confusion.

Ironglass

The second planet out from Viridia Solaris is Ironglass, a large ball of rock with some unusual geological and astronomical features. Ironglass has a rotational period that is absolutely equal to its orbital period around the star. This means that its year is precisely the same length as its day, and because of this day and night never change on their respective sides of the planet. On the day side, known as the Red Erg because of its deserts of ferric sands, temperatures above ground are intolerable to humans not equipped with some sort of protection. Meanwhile on the night side, or Darkside as its known, the planet is freezing. There is a thin band between the two, known as the Meridian, where temperatures are favourable to settlers. Ironglass's famous honeycomb structure is thought to be the result of cataclysmic gas explosion within the newly formed core, back when the planet was still coalescing around Viridia Solaris. It is composed almost entirely of silicon, though there are abundant traces of iron throughout the Red Erg. Ironglass's indigenous life consists of microscopic red algae and bacteria, and all the higher plants and animals to be found there now were brought from Viridia by colonists. Since the arrival of the colonists, Ironglass has become prone to violent and unpredictable sandstorms. This is thought to be a manifestation of the 'butterfly effect', because the planet had no weather before their arrival. It is thought that the disturbance of air currents caused by moving humans introduced an element of chaos that bred geometrically.

Life on Ironglass has never been particularly easy, and it persists in being a miserable exercise in surviving day to day for large numbers of the current population. The original settlers from Viridia found life on the Meridian tolerable, if rather basic when they first arrived there. The atmosphere was thin and rarefied on the surface, but got better deep underground in the natural honeycomb of caverns and tunnels. When it became necessary to expand the colony to mine new resources beyond the Meridian, conditions became dangerous and unpleasant. Volunteers were hard to come by and demanded a high price for their services, so Viridia decided to use convict labour as a cheap source of disposable manpower. Although politically unpopular, this decision was forced through and VASA supervised the administration, turning the planet into a penal colony. Convicts were granted land deeds for serving their terms, and so the colony grew. Because overseers for the convicts were hard to come by the Syntha of Prime were consulted to come up with a cybertech solution to controlling the prisoners. The result was the notorious 'neural spike'- a device that replaced the left eye and controlled the wearer by remote VDU

messaging and pain modulation. Since those dark days Ironglass has won independence from Viridia, but the government which replaced the Viridian Assembly is worse if anything. Laughingly called the Ironglass Senate, the government is a shadowy oligarchy that rules with an iron fist and stifles creativity and individuality. They have retained the use of the neural spike, and on Ironglass and its colonies there are now more people than ever wearing one, thanks to the Senate's incomprehensible yet incredibly strict legal system.

Technology on Ironglass has always been born of necessity. Heavy industry is the mainstay, with massive sand processors called 'Reapers' roaming the Erg, swallowing millions of tonnes of surface material. These machines are crewed by thousands of convicts in filthy, hazardous conditions, and amongst other things they make glass and ceramics, extract algae to make a revolting subsistence food called 'grul', and filter out iron dust to make steel. The other key industry is water farming, which takes place in yawning subterranean chambers where heavy duty condensation traps extract water vapour from the air. Ironglass has never been renowned for keeping up with new technologies, and they cope by crudely copying the technologies of the Viridians and Syntha through a combination of piracy and scavenging. This has earned Ironglassers the name of 'Junkers', which they have adopted with a certain sense of wry underclass humour.

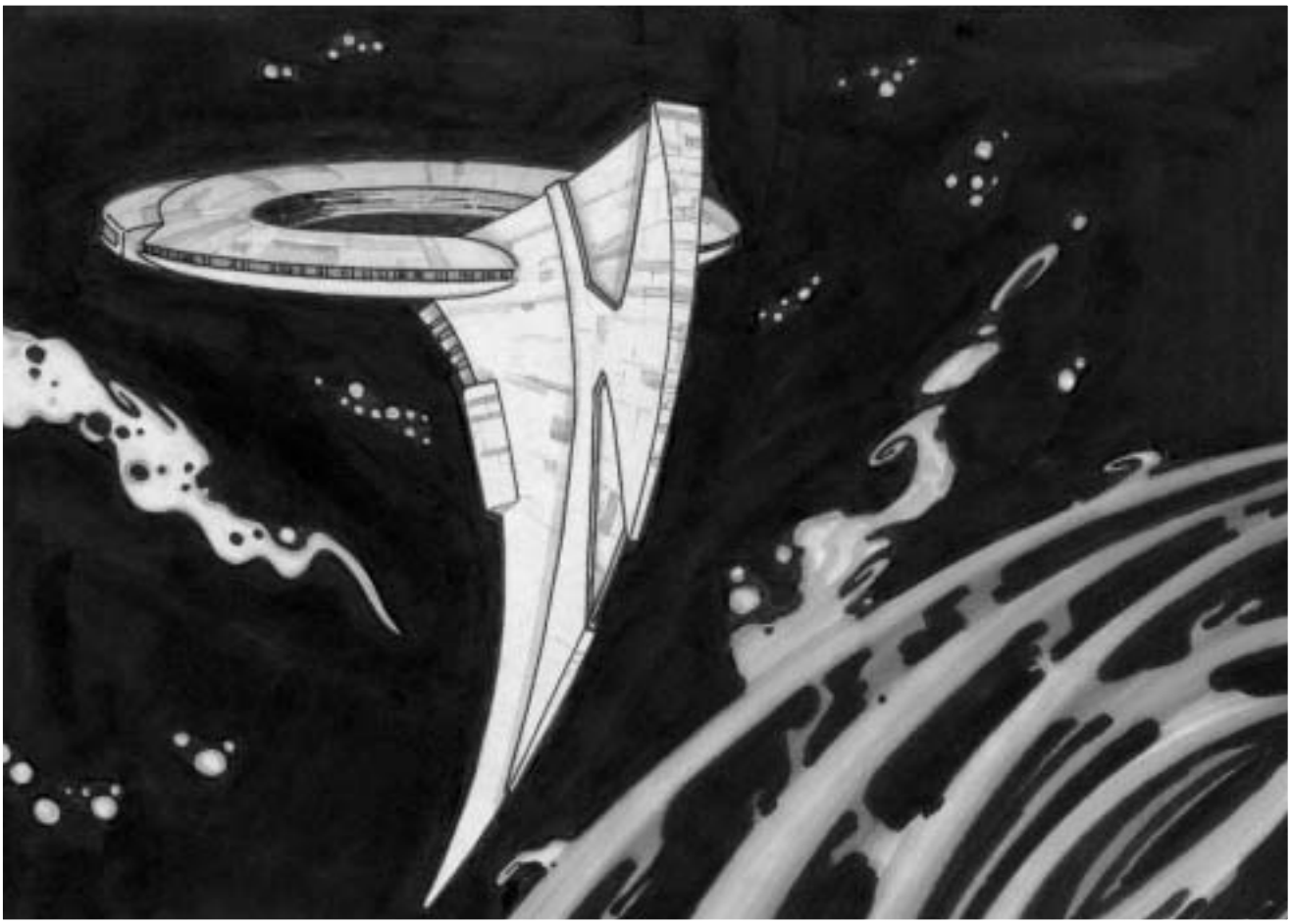
Ironglass has an essentially militaristic society, and both their ground forces and their space fleet are massive. Junker representatives in VASA are all military top brass, and the identity of Ironglass's Head, or Heads, of State is classified as a matter of planetary security. Whoever they are, they have a casual attitude to human life and their stock response to military problems is to throw bodies at it. Military hardware, like the rest of Junker technology is crude, bulky but robust. Naturally there is no stampede of volunteers for the Junker armed forces, so conscription and the use of disposable penal legions are the Senate's solution. Junker colonies are constantly in breach of VASA's human rights guidelines, but excluding unstable Ironglass from the Tripartite Confederacy is considered so dangerous as to be unacceptable, so their atrocities tend to be overlooked.

Prime

Prime is the outermost object in the whole of the Viridian binary system, and is something of an anomaly. It wasn't discovered by VASA until grav-shunting experiments were underway in the Leviathan system. It was first thought to be an immense alien artefact on account of the very strange magnetic and spectroscopic data returned from the quantum relay probe that was sent to investigate it. When VASA scientists arrived there, they found it to be a planetoid composed chiefly of a material never before discovered, and that has never been found anywhere since- prime obsidian. It was this substance that was responsible for the curious signals monitored by the probe, and was just as exciting to the VASA scientists as the discovery of alien technology would have been. Prime is a teardrop shaped mass of colloids, full of inclusions of extremely rare elements, that was formed when Leviathan dragged Viridia Solaris into its orbit. Prime, which was still coalescing as the outermost planetary disc of Viridia Solaris at the time, was spun into an elliptical orbit around the common orbit of the two stars. Prime is a barren, inert world far from the stars that shaped it. It has no atmosphere and is utterly incapable of supporting life.

Prime's colonists were VASA scientists, technicians and engineers. They were originally on a mission to settle on Vacillus, the planet next to Leviathan's grav-well, but were so excited by the discovery of Prime and its mineral cornucopia that they set up a mining operation there instead. Life can only survive in artificial biospheres on Prime, and that is as true today as it was when the first colonists landed. In due course the corporations mining the Prime colony brought their families from Viridia and settled there for good. They built great sealed environment bubbles on the surface, and tunneled down into the depths of the planet to carve cities from the black rock. Prime in due course declared its independence from Viridia, descendants of the original settlers claiming that the Viridian Assembly was ripping them off, and growing fat on resources and technologies provided by Prime. Another contentious issue was the development of bionic enhancement and artificial intelligence technologies. Viridia sought to heavily restrict such research on moral grounds, but the inhabitants of Prime saw this as the future. Two major wars followed which saw the deployment of sentient androids and military cyborgs by the Prime army for the first time. Prime ultimately won its independence and its people took the name of Syntha, in testimony to their faith in technology.

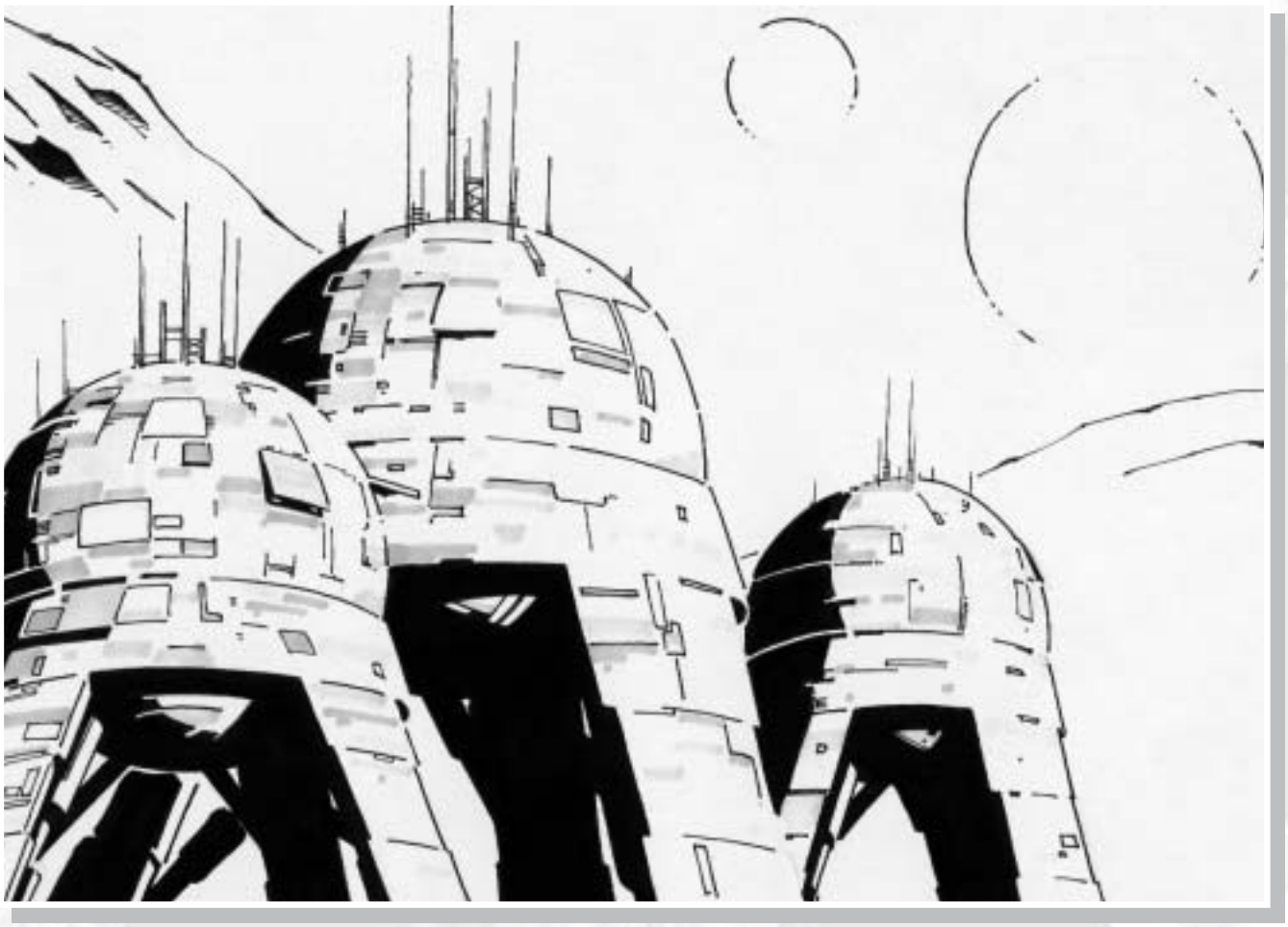
The Syntha are no longer quite human; they are in some ways less and in many other ways more than this. Most Syntha are cybernetically altered to some degree and



they are characteristically cold and untainted by pathos. They no longer reproduce in the conventional fashion, being born fully-grown from nutrient gel filled vats, complete with enhancements. The Syntha organise their society along collectivist principles and recognise two distinct classes of being. There are 'synthetics', the fully artificial beings making up the servant class, which divide further into AIs and the humanoid 'androsynths'. The second class are cyborgs, of which there are the heavily enhanced 'prosthenes' who are more machine than human, and the less radically altered 'standards'. A massive AI called Prime, which is maintained by an elite team of androsynth and prosthene technicians act as the central administration of the State. It is represented at VASA by a sub-ether link manned by Cognoscenti Prosthenes.

The Syntha are easily the most technologically advanced members of the Tripartite Confederacy, and their discovery that prime-obsidian could be used to make positronic matrices led to massive advances in AI development and cybertechnology. Prime obsidian has an unusual, spherical molecular arrangement, which not only makes it immensely durable, but also able to superconduct at room temperature. The Syntha use it to make artificial positronic brains called SPOMM (Synapsed Prime Obsidian Matrix Minds). These can either be placed in machines and autofacilities, or linked up to the nervous tissue of organisms to enhance them- a discovery that led to the development of the neural spike in the colony's early days. Androsynths and AI systems carry out most of the service and industrial processes on Prime, leaving prosthenes and standards to concentrate on research and development, and military strategy.

Many of the Syntha's military hardware systems are automated or AI controlled, including a large contingent of androsynths in the Syntha infantry. But what the Sythna have in quality and superior technology they lack in numbers. For the Syntha to maintain their inordinately efficient technology, and more human than human troops, requires a great deal of time and energy. So, whilst they can take on the best of any other force when the numbers are equal, the sad truth is that they rarely are. Synthetics are of course manufactured for military uses, whilst cyborgs simply join up if they are asked to by Prime. Citizens that refuse to serve are free to do so on the condition that they are fitted with re-education software, after which they usually reconsider their decision.



Vacillus

Vacillus orbits close to the dead star Leviathan, and must once have been a hot, geologically violent world. Since the death of its star, Vacillus has become as cold and barren as Leviathan. There is evidence that the world once had a structure very similar to Viridia's, but Vacillus's core has long since cooled to leave an inert sphere of frozen rock and ore. The planet's crust is divided into five tectonic plates, which obviously no longer move, and there is widespread glaciation from surface water exposed to the freezing environment. This makes for a rugged world viewed from space, predominantly grey and white, and cracked and strewn with valleys, massifs and lofty ridges.

Vacillus is the headquarters of VASA, the Viridian Aeronautics and Space Agency. VASA has a long history going right back to the earliest days of space travel, when Viridians fired rude, organic fuel powered rockets out of Viridia's atmosphere to explore their doorstep. They were an independent conglomerate of corporations, largely State funded, that were involved in astronomy and space travel. After early tests in grav shunting proved successful, VASA moved their headquarters from Viridia to Vacillus. This made sense because Vacillus's star Leviathan has a very deep, very stable grav-well, making it the key launch point in the system for conquering the rest of the galaxy. VASA continues to be a scientific body, concerned with astronomical matters, but has also added the administration of the Tripartite Confederacy to its mandate. When Prime declared its independence from Viridia, VASA's board was composed of scientists and directors from both worlds, so rather than breaking up VASA, the institute decided to remain neutral and attempted to mediate between the warring factions. Soon after the Syntha independence wars there was a similar independence war fought between Viridia and the Junkers, which VASA stayed out of altogether since they had originally overseen the unpopular penal colony on Ironglass. Once the Viridian system had fragmented into three different States, and each one was involved in the business of empire building beyond the system via the Leviathan grav-well, it became clear that certain safeguards would be necessary to protect the home worlds from each other and ambitious new colonies. Viridia, Ironglass, and Prime all signed up to a treaty that would be enforced by the ostensibly impartial VASA, and all of their dependant colonies were required to do the same. VASA isn't really a State per se, though it does wield military power and has its own colonies elsewhere in the galaxy. It monitors political, commercial and military conditions throughout human space and has intervention powers it can use when the need arises.

VASA has always been concerned with the

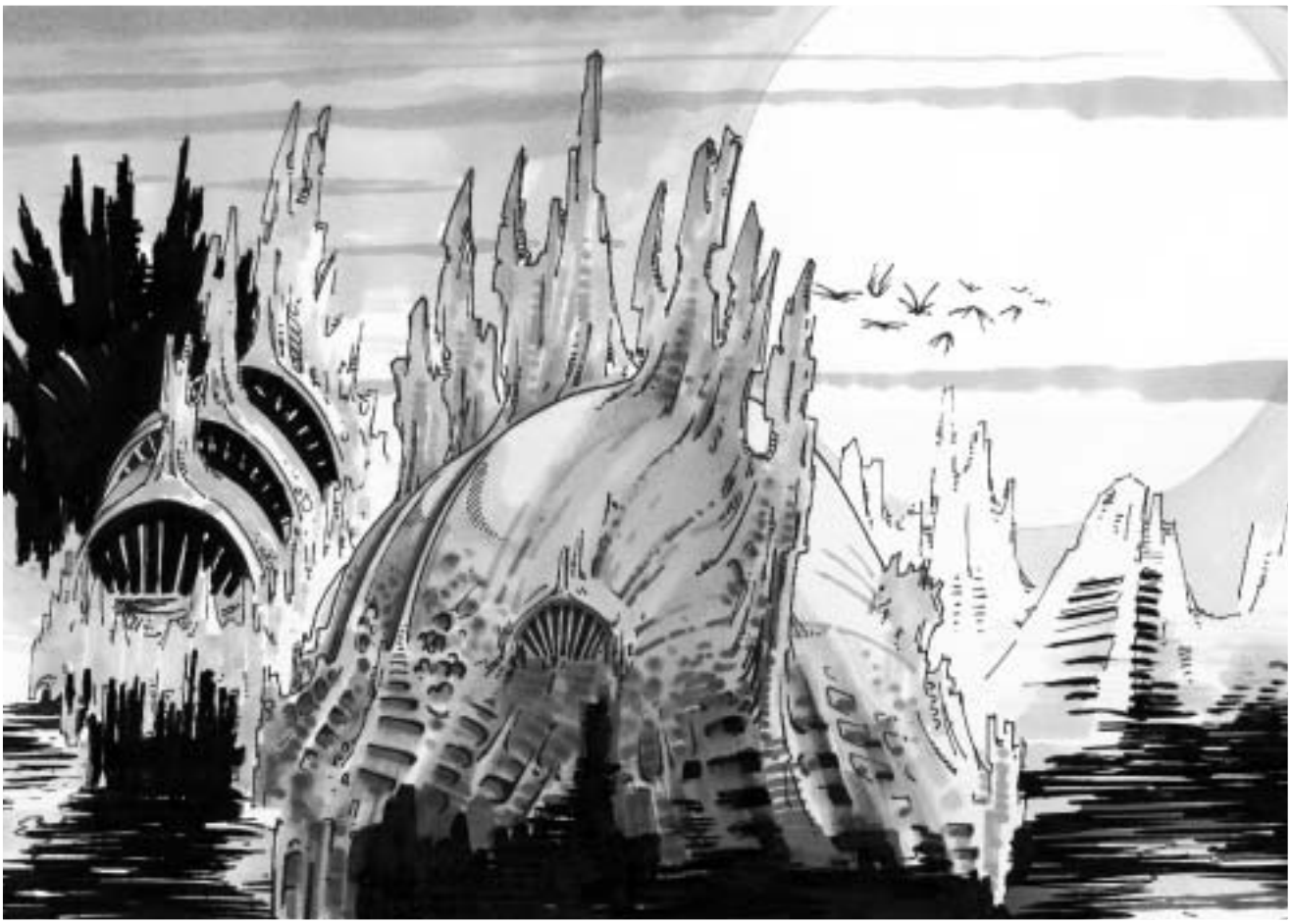
development of space travel, and continues research along these lines. It developed the technology used for grav-shunting back in the days when it was still a body solely backed by the Viridian Assembly. Grav-shunting exploits five dimensional physics and the relativistic effects of large bodies in space. Planets and stars distort gravity and space-time around them, creating depressions in the continuum. The theory of grav-shunting goes that if one of these wells can be extended to join up with a similar depression created by a body elsewhere in space, a tunnel through the fifth dimension will be created between the two, facilitating faster-than-light travel between the two points. VASA developed a system of amplifying x-rays, called a 'xaser', that is capable of causing such a rift to form. The technology is still by no means perfect, and is so dependant on external conditions that it is impossible to make standardised maps for jumps. Stellar flares, cosmic dust storms, angle of approach, the power of the xaser carried by the spacecraft and a multitude of other factors mean that each jump has to be calculated individually. Sometimes a jump that had been possible the day before will be out of the question for an indeterminate length of time, and another route will have to be found to reach the destination. Main sequence stars such as Viridia Solaris generate far too much magnetic and ionising flux to make jumps possible from their grav-wells, and the same is true for super giants, brown stars and most other active stellar bodies. That's what makes Leviathan such a perfect highway to the rest of the galaxy. As a dead star it generates no flux, but its colossal mass creates a very deep, stable grav-well.

The bulk of VASA's armed forces and space fleet are provided by the colonies, though VASA does raise and train its own elite units, the Black Legion, on Vacillus and VASA outpost worlds. VASA rarely takes a direct role in the internal affairs of worlds and only involves itself in colony wars where its key members put pressure on it to do so. VASA's main defence role is ensuring that the grav-wells, so essential to trade and communications are well maintained and that traffic along them is conducted in a lawful manner. VASA's armed forces have also been central to the war effort against the alien menace of the Koralon, and have been increasing their demands on the colonies to raise forces for the war effort. Despite this VASA has been forced to pull back from the fringes of inhabited space to consolidate humanity's defences- leaving outlying worlds to fend for themselves as best they can.

The Koralon

In the very recent past, as humanity continued to relentlessly expand beyond their origin, the ultimate dream/nightmare of space travel was realised. Contact with an intelligent, space-faring alien race- the Koralon. The Koralon have a well-established interstellar empire right out on the galactic rim, which is thought to be at least as extensive as humankind's. Initial encounters with the Koralon were disastrous, resulting in skirmishes between settlers on the rim and Koralon battlefleets. Since then a campaign of attrition has been fought between 'Rimworlders' and the Koralon, but without heavy VASA support the rim colonies have fallen one by one. VASA realised that their forces were overextended, given the scale of human occupied space, and have conceded the rim to the Koralon, withdrawing their support and leaving the outlying colonies to face the aliens alone. In the last few years the war has reached a bogged down, stalemate stage, with some human rebel worlds still mustering resistance within what is now ostensibly Koralon space, and the aliens testing the boundaries of VASA held territory. The VASA official line on the Koralon is that they are rapacious, hostile aliens that cannot tolerate the presence of a species that might compete with them. Meanwhile scholars and intellectuals on Gate worlds far from the front lines debate whether the war is simply a defensive posture by essentially peaceful Koralon against human invaders; whether the whole thing is a massive cross-cultural misunderstanding; or whether Koralon really are bug eyed monsters bent on humanity's destruction.

Koralon are marine amphibians that must certainly have evolved on an ocean world, though no human ship has ever came close to penetrating to the heart of alien space. Their bodies are elongated and serpentine and can reach massive sizes, though most are somewhere in the region of 2-3 meters long. Koralon torsos can have one or more pairs of limbs; usually arms, though occasionally wings as well. They carry themselves by slithering along on a carpet of mucous continually secreted from their soft parts, whilst keeping their heads and torsos erect. They are thought to have originally been slug-like invertebrates swimming in the oceans of their home world (human military forces disparagingly refer to them as 'Slugs'), but a symbiotic relationship with a microbial creature that grows like a coral on their bodies has allowed them to conquer land. Autopsies on alien soldiers show that when these microbes die they leave behind unique silicate skeletons, which build up to form an incredibly tough mineral deposit dubbed 'coraline'. Koralon have somehow learned to control the growth rate of this material, most likely by treating parts of their growing bodies with hormones. In this way they are believed



to have turned hydrostatic skeletons into solid bony structures, as well as growing crystalline armoured plates and natural weaponry on their outer skins. Other significant aspects of Koralon biology includes their ability to generate massive electrostatic charges with their bodies, like the Volt Newts of Axolotl 9, and the incredible sonic resonance (perhaps a development of echo-location, though just how they communicate isn't known) that some Koralon organisms can project.

Koralon have based their technology on the mastery they have over coraline, making even their astronautics and industrial processes a weird branch of biotechnology. They grow houses out of coraline to make 'Reef Cities'; build vehicles- called Reef Ships- and weapons from it; and they even mix it with other substances to develop field technologies that leave human scientists baffled. It is known they can manufacture a coraline-neutronium alloy that generates spatial rifts when a current is passed through it. This material is thought to be the drive mechanism that Koralon use for grav-shunting. Their mastery of gravitics is way beyond what humans know, and they can even make ranged weapons and other clever devices such short range teleporters from the alloy. The only place in the known universe that neutronium exists is on neutron stars, but how the Koralon can get close enough to them to mine the element is anyone's guess. A more disturbing aspect of their biotechnology is that they seem to be able to use it on other species, adapting it to the subjects' natural talents. Reports have recently come to light of human-Koralon hybrid drones fighting alongside the aliens, using coraline ordnance that mimics the effect of firearms and grenades.

Precious little is known about how the Koralon organise their society, though they are thought to influence the growth of individuals for specific tasks- workers, warriors, scientists, etc. This would make their closest human analogue for a social model the Syntha. They seem to have a highly organised caste system that encompasses varying degrees of free will. Human-Koralon hybrids and other menial workers don't appear to have any volition of their own whatsoever, and need the presence of higher Koralon creatures to function properly. On the battlefield it has been observed that the more limbs an individual has, the higher up the pecking order it usually is. There is also evidence to suggest that Koralon colonies are as prone to in-fighting as human ones are, though revolution within the infrastructure of a particular colony seems much less likely. What is clear is that the Koralon are an enigma, and only through understanding them can humanity hope to resolve the war one way or another.

The Colonies

Beyond the Viridia system there are thousands of other inhabited worlds, humanity having spread itself wide across the galaxy as soon as the means to do so had been realised. Many of the inhabited worlds are mature colonies every bit as established and prosperous as the home worlds, whilst others are developing or experimental societies plagued by difficulties and engaged in a constant struggle to survive. There are fertile paradises with rich biospheres, providing an abundance of agricultural produce to put Viridia to shame. There are military outposts chosen for their tactical value or strategic locations. There are worlds suited to researching new technologies- much like Prime- on account of their unusual geologies or favourable environmental conditions. There are many more worlds of marginal value to settlers- after the mould of Ironglass- that have been settled by prospectors chasing false hopes. In the more affluent sectors there are worlds given over entirely to tourism and leisure, such as the Viridian financed Hypnos 4. There are also purpose built worlds such as the Synthan Illuminatus-Weishaupt L3 and L4 space labs in the Peos Nebula; or the Junker Thanatos Class Starfactories, which are planetoid sized tangles of semi-repaired wrecks and lifepods to which the biggest plasma drives in history have been attached. They float through deep space processing cosmic debris and salvaging wrecks, until they gather enough cargo to put in at a system and trade, then it's off scavenging again. The sheer variety of worlds and ways that people have managed to exploit them according to their needs defies the imagination. Bare asteroids, bleak ice worlds, radioactive wastelands, planets awash with toxic oceans, crushing gravity, all these difficulties and more have been overcome when a world has something worth having on it.

The technologies used to settle worlds depend very much on the circumstances of the world. Some worlds come ready made, with a life-supporting biosphere capable of sustaining humans. On others humans have to live in sealed environments, often beneath the surface, where they create artificial biospheres. For most colonies though humans start off in sealed facilities, and use terraforming technologies to transform worlds into inhabitable environments over time.

Most of these colonies are allied to one of the homeworlds, or more rarely they have direct allegiance to VASA itself. This is all well and good for the richer worlds, or the 'Gate' planets as they are known in VASA bureaucracy, for whom maintaining close ties with their patron States provides them with security and prosperity. All colonies have their own security forces, and some starfleet capability to speak of, so that they can deal with home defence issues. Indeed on many worlds less well off than the Gate planets the promise of revolution is never far away and the security forces are kept very busy. On the less important worlds that make up about 80% of the human galactic population (this is very approximate since an accurate census hasn't been taken for over a hundred years) the Tripartite Confederacy is often referred to in hushed tones as the 'Tripartite Conspiracy'. In some cases worlds have broken away entirely from VASA, declaring their independence in much the same way Prime and Ironglass broke away from Viridia in the dim past. Sometimes diplomatic solutions are found, more often though the matter will be resolved through bloody coup, revolution or sabotage. These worlds in conflict are the battlefields on which the homeworlds can compete with one another. The Tripartite Confederacy and the Vacillus Treaty would never allow the homeworlds to go directly to war with one another again, lest they plunge humanity into a galaxy wide civil war. Therefore they covertly support their own factions on these lesser planets, vying for advantage but never quite coming into direct confrontation. Covert military actions, back door arms deals with rebels and terrorists, social engineering, bribery, propaganda, and every dirty trick in the book is used by the Viridians, the Syntha, and the Junkers in such theatres, where the only victims are the politically trivial populations of these minor colonies.

Once a colony has won its independence though, it is incumbent on VASA to recognise the new State in order to maintain trade and diplomatic links with it- particularly if the colony has a rare or unique resource that benefits everybody. Therefore there are numerous independent worlds and independent alliances that have their own forms of government, ranging from isocratic utopias to terrible despotic empires. Such independents have limited sway over galactic matters though, and VASA finds it much easier to dismiss them, or press sanctions against them when they fail to comply with interstellar law, than it does the Confederacy colonies. A particularly insidious pitfall faced by newly independent colonies is that they are horribly vulnerable to exploitation by the Tripartite Confederacy. Their economies can quickly become destabilised by the trading power of the Confederacy, tipping them straight back into the sort of social ferment that precipitated their independence in the first place. Human rights violations inevitably take place and since they are outside of the Confederacy it is easy for a concerned homeworld to gain VASA's blessing to bomb them into behaving themselves; before generously stepping in to run the shattered executive.

VOID
BATTLES WITH MINIATURES

For those of you who are new to fighting battles with miniatures, here's what it's all about.

Void is a skirmish game; each model represents a single man, monster or vehicle. Each model has it's own range of skills, equipment and abilities that defines its effectiveness and behaviour on the dangerous battlefields of the Void universe.

You can think of your armies as small battle groups, scouting parties, raiders or defenders of outposts. Alternatively think of them as being part of a larger force, and the battle you are fighting as being just a small (but important) part of a larger battle that is taking place around them.

The main strength of you army will lie in the squads of infantry (or robots, or aliens) that form its backbone. They will often be led by powerful or heroic characters, capable of single-handedly disposing of several times their own number of enemy troops. Powerful battle-suits, armoured vehicles or large and ferocious monsters will provide heavy firepower and support.

This is a tactical game, and your skill in manoeuvring and positioning your units is important. Maximise the potential of your units and use them wisely, and you should be well on the way to winning.

The Void rules are designed to produce a fair and balanced game that will allow you to play exciting battles that give the individual feel of skirmish combat. Although we have tried to cover most situations in the rules we didn't want to turn them into a huge and lengthy legal document! Once you have read the rules and are playing the game you and your opponents are in charge of what goes on. During a game, if you come across an unusual situation, or cannot agree with your opponents on how a particular rule should be played, roll a dice or flip a coin to decide the matter. After the game you can talk it over and agree how to treat such situations in future games. Just remember that all players should agree any new rules or changes before you start a game.

What you will need to play

Before you play a game of Void you should have a few things on hand that you will need to use throughout the game. The following things will be useful:

Pens and Notepaper: We have tried to keep the amount of notes you will need to take during a game to a minimum, even so it is always handy to have a pen and notepad to hand. If you are playing your own scenarios you will need to note down successes and failures in gaining objectives. You'll also need them at the end of a game to add up victory points if you're using them.

A Ruler or Tape Measure: A ruler marked in inches is essential, all measurements in the game are in imperial units. You will need to measure how far your troops can move, shoot or even run for cover! A retractable steel rule is ideal.

Markers or Counters: A supply of counters or markers of some kind will usually be useful, especially in larger games. They can be placed beside units that have taken their turn, are waiting to see what the enemy does, are panic stricken, or are subject to a variety of other helpful or harmful effects. Different coloured card markers, coins of various sizes, or coloured tiddly-winks can all be useful as markers. Just as long as you and your opponents know what they indicate and they're not too obtrusive.

A supply of snacks and drinks: A General has to keep his or her strength up if they are to lead their troops successfully. However it's usually a good idea to keep your provisions on a side table, unless you like your armies fighting around soft drinks cans!

Dice and Dice use

Although good tactics are the basis of victory in a game of Void, nothing is ever certain. A number of dice are used in the game and these will often decide how luck (or fate) affects your well-laid plans. In any situation where there is an element of chance the dice will decide. Will your troops survive when they charge that enormous monster, or will it crush them? Good tactics will swing the odds favourably, but they are never a guarantee of success.

The Void game system uses an ordinary ten sided dice, and we will refer to this as a d10. At some points you may need to roll two or more dice at once, adding the results together. This would be stated as roll 2d10, roll 3d10 etc.

Sometimes there will be modifiers to a particular dice roll. For example when you are rolling a dice to see whether one of your models can hit an enemy model the roll may be modified by a particularly powerful weapon, or because the target is in cover. Modifiers like this are always applied to the dice roll, so for example, a +1 modifier (+1 mod) would mean that you would roll your dice and add 1 to the score. At all times, when you are rolling a dice to see whether one of your models succeeds in a particular task, a roll of a natural 10 is successful and a roll of a natural 1 fails.

In addition to the normal ten sided dice there is also a special dice used in the game, the 'direction' dice. This is used to generate a random direction for things like a stray shot from a grenade launcher etc. When its use is called for, simply roll the die and the arrow on the uppermost face indicates the direction.

THE RULES

This section deals with all the concepts and mechanisms that you will need to become familiar with as you learn the game. It will take you through setting up your playing area, choosing and deploying your armies and fighting battles. After this there is a section that details special rules that apply only to certain troops. At the rear of this book there are army lists containing background information on the main races of the Void universe, and details of the troops, creatures and vehicles of their armies. These lists will enable you to choose forces based on your tastes and style of play, and allow you to build an army that will crush your opponents (you hope!). Also included in this book are some blank rosters for keeping track of your troops and some templates for area effect weapons (more on this later). Feel free to photocopy these as many times as you like.

SETTING UP THE BATTLEFIELD

The first thing you will need to do in order to play a game is set up your battlefield. The minimum sized area you will need to play a game of Void is a flat area of about 4 feet by 4 feet, though for larger battles 6 feet by 4 feet would be better. This can be an area of floor, a tabletop, or any other clear flat space you can find. Wherever you decide to play, you need to be able to tell where the edge of the battlefield is. During a game models cannot move off the edge of the battlefield.

Terrain

If you are new to this kind of game we suggest that you keep your battlefields simple for your first few games, and restrict yourself to playing on a plain flat area covered with a piece of green cloth or felt. Skip this section and go to the section titled 'The Game' to find out how to fight battles. Once you've fought a couple of battles and are happy with the basic game come back to this section to spice up future games. All sorts of terrain can be used to add interest to your battles. It can provide much needed cover from incoming fire as you advance, or strong points for your troops to defend. Hills, swamps, lava pools, clumps of forest or even the remains of a crashed spacecraft can all be used as terrain. You are limited only by your imagination.

Areas and obstructions

It is helpful to think of terrain in terms of 'areas' and 'obstructions'. Examples of terrain 'areas' would be a patch of forest, a piece of marshland, a broken rocky piece of land, an expanse of soft sand or a hill. Basically most 'areas' would be of terrain that covered a reasonably sized sector of your battlefield. Examples of 'obstructions' would be a single tree, a large rock, a piece of machinery, an alien obelisk or a section of wall. Basically 'obstructions' would be single relatively small pieces of terrain.

Terrain types

Terrain can be divided into three basic types: 'normal', 'rough' and 'impassable'.

At beginning of a game you will need to decide what the terrain you have decided to use should be classed as. Sections later in this book that cover movement, shooting and combat, will describe how various terrain types affect these activities. You and your opponents should agree before the game starts how to treat terrain. Use the following suggestions as a guide.

Normal: plains, grassland, fields, gently sloped hills, shallow streams, roads, paving, steps, sand, sparse undergrowth, shallow snow, ice sheets, slightly rocky plains, low walls. Basically most of your battlefield will usually be normal.

Rough: steeply sloped hills, soft or shifting sand, broken rocky ground, thick mud and bogs, thick vegetation, forests and jungles, deep snow, waist to chest deep water, rubble piles, slag heaps.

Impassable: Cliffs and extremely steep slopes, deep fissures, lava and acid pools, quicksand, deep water, high walls.

Depicting Terrain

You can use all sorts of things to depict terrain. If you are using a green felt cloth to represent your battlefield you could use books or video cases placed under the cloth to indicate hills. You can depict terrain areas by cutting out an irregular shape from a piece of cloth or felt and placing it on the table. Areas of any size can be depicted in this way, from small patches a few inches across, to large areas that take up much of the tabletop. If you wish to depict an area of forest or jungle you could use a green coloured material and place individual model trees on the cloth. A brown coloured material with small bushes dotted around could indicate a marsh. A red or orange material could represent lava.

Those are just a few suggestions. There are lots of commercially available models and scenic accessories you can use. And if you use your imagination and keep your eyes open many household items and bits and pieces can be scavenged to use as scenery. Its amazing what can be done with bits of card tubing, empty cartons etc given a bit of time and effort.

Placing Terrain

You and your opponents will need to agree on a mutually acceptable method where to place terrain pieces on your battlefield. Terrain can make your battles very interesting, but too much of it, or unfairly placed pieces can mess up a game.

One good way of placing terrain is to mark out the playing area in a grid, of say twelve inch by twelve inch squares. Use dice, coins or counters to indicate the corners of the grid squares. Players can then take it turns, one grid square at a time, to place a piece of terrain or declare the grid square empty (i.e. normal). No subsequent player may place terrain in a square that already has a terrain piece, or has been declared empty. Once all the grid squares are accounted for, the battlefield is complete.

Remember the object of the game is to have fun and for all players to enjoy themselves. It's in everybody's interest to make the playing area as fair and interesting as possible.

THE GAME

Once you have your playing area set up you're ready to begin. All you need now is an army and one or more players to fight against. The battle will be played out over a number of turns that give each player the opportunity to do something with his or her army. Strategy, tactics and fate (dice rolls to you!) will determine the eventual winner. Hopefully you will emerge victorious and your opponents will be routed, or better still obliterated without trace.

Your Army

Before you can fight a battle you will need an army. Read through the introductions in the army list section towards the back of this book and pick the army that appeals most. You will find that each of the races have their own strengths and weaknesses, and each will require slightly different tactics and strategies if you are going to vanquish your enemies. Once you've chosen an army you'll need to know what the capabilities of your troops are.

Models on the battlefield represent the troops in your army. Each troop type has a variety of strengths and weaknesses, and many have special capabilities and powers. Some troops are particularly good at shooting, while others excel in close combat. Some are fast and nimble, while others are slow and lumbering. The various strengths and weaknesses of your troops are described in the models 'profile' as detailed later.

Units

Armies can be quite numerous, and can contain many different troop types. Troops of similar type and purpose are usually grouped together into units containing several models. This allows you to control your army more easily and to concentrate your firepower. Units can either be 'squads' or 'individuals'.

Squads: A squad is a group of models that work together as a team on the battlefield. Squads will often contain a leader with more or better abilities than the other squad members have. In addition squads can contain 'support' models that carry powerful or special equipment to provide back up for their comrades. Generally the major part of your army will be made up of squads.

Individuals: Individual models operate independently, they are usually powerful and are more than capable of surviving on their own on the battlefield. They could be human heroes, large monsters, or vehicles containing several crewmembers.

Profiles

A models profile contains all the information needed to use it in the game. The profile shows how your troops interact on the battlefield. They represent models strengths and weaknesses with a set of statistics that are used to define how the models move and attack. You will find profiles for your models in the army lists. Each army list contains profiles for all the troops in that particular army. Profiles are all presented in the same basic format (see the sample profile).

The Stat Line

The stat line is a row of characteristics that show a model's strengths and weaknesses. We refer to these characteristics as 'stats'. The characteristics included in the stat line are shown below.

Assault (AS): This stat shows how good the model is when attempting to hit an enemy in close combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high stat have more chance of hitting an enemy.

Shooting (SH): This stat shows how accurate the model is when shooting (or throwing) weapons in ranged combat. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high stat have more chance of hitting an enemy.

Strength (ST): This stat shows how strong the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with a high strength have more chance of causing damage if they physically hit an enemy in close combat.

Toughness (T): This stat shows how tough and resistant to damage the model is. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 4. Models with high toughness have less chance of taking damage if they are hit.

Wounds (W): This stat shows how much damage a model can take before it is killed or destroyed. It can range from 1 upward. The average human trooper has 1 wound; heroes, larger creatures and vehicles will often have more.

Command (CD): This stat gives an indication of the model's self-control, training and bravery. It can range from 1 to 10, a 1 is very poor and a 10 extremely good. On this scale the average human trooper rates at 5. Models with a high score are more likely to stand their ground or react quickly to enemy action.

Size (SZ): This stat indicates how large a model is. It can range from 1 upward. The average human trooper is size 2. Large creatures and vehicles are easier to hit when shooting at them, but can often crush smaller models if they run them down.

Move (MV): This stat shows the models normal move distance in inches. It can range from 1 upward. The average human trooper has a move of 4. A high score can allow you to outrun or manoeuvre your enemies.

Equipment and Organisation

Marines

Marine Legions are the standard infantries of human colonies throughout the galaxy. They are equipped for a variety of battlefield situations, though they tend to shine when involved in firefights within the short to medium range margin. Most are professional soldiers, though a number of colonies operate national service or conscription schemes.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Marine	Gauss Rifle	4-12	17
Chain Gunner	Chain Gun	0-1	21(s)
Rocket Launcher	Rocket Launcher Autopistol	0-2	40(s)
Grenade Launcher	Grenade Launcher Autopistol	0-2	31(s)
Sniper	Sniper Rifle	0-1	29(s)
Sergeant	Gauss Rifle	0-1	19

Special Rules
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sniper: Sniper, Marksman
Sergeant: Tactical Awareness, High Morale (+1)

Below the stat line is all the other information you will need to enable you to choose your models, organise them into units and use them to fight battles. This is presented as shown below.

Structure: This shows the unit type, i.e. whether a model is an individual or a member of a squad. It also shows the minimum and maximum number of models that may be in the unit. Powerful models will often be individuals or in small units.

Troop type/Equipment/No. Per unit/Cost: These tell you the types of troops that can be in the unit, the equipment they carry, and their points cost. The point cost of models is important when building armies; it's used to make sure that you and your opponents have armies of roughly the same power.

Special rules: These show any extra rules that apply to the models in the unit. They may be particularly brave, very heavily armoured, or subject to some other (not always beneficial) effect.

Models Facings

The models comprising your units all have 'facings'. Most models have two facings: front and rear. A models front facing is in the direction to its front (i.e. the direction in which it is looking), and its rear facing is in the direction to its rear. Facing is important because most models can only shoot at enemy models that are in their front facing. For most models their front facing is a 180-degree arc to their front. Some special models (usually vehicles) will have more restricted facings, but this will be covered later in the rules.

Army Points Limits

Before playing a game you and your opponents will need to agree on how many points to spend on building your armies. The higher the point limit the more models will be in your army, and the longer the time required to complete a game. For normal games all players should have armies of equal points total. There is no minimum or maximum points limit, it's entirely up to you how large you want your games to be.

- 500 points a side will give you a small quick battle lasting a couple of hours.
- 1000-1500 would give an afternoons fighting.
- 3000+ would be an epic struggle lasting most of the day.

Victory Conditions

In addition to deciding how big your armies are you will need to agree how to decide the eventual winner. It is often useful to set a time limit on how long the game should last. You can either set this by the clock or decide on a set number of game turns for the battle to last. Once the time is up, or you've played the specified number of turns, you can work out who won.

The most obvious way to win a game is by destroying your opponent's army or accepting his surrender, irrespective of time or turn limits a player can choose to surrender at any point. There are plenty of other ways that victory can be decided. If you decide to set specific victory conditions the most important thing is to make sure all players understand and agree the conditions before you begin the battle. Here are a few suggestions for ways to work out winners and losers.

Most Survivors

When the time or turn limit is up each player adds up the total point value of the models that they have remaining in play. This is your victory point total. Whoever has the highest point value wins the game.

Most Damage

This method favours the side that caused the most damage so each player should keep track of the enemy models they destroy. Use the following method to calculate your victory points total:

- Each player adds up the total point value of the enemy models they killed during the game.
- Each player gets half the total point value of his or her remaining models.

Add these two scores together. This is your victory point total. The player with the highest score wins.

Objectives

Instead of comparing victory points at the end of a game, you could set a number of objectives or missions for the armies to accomplish. These could be such things as occupying a fortified outpost, liberating a prisoner or blowing up an ammo dump. Once the game ends the player who accomplished the most objectives is the winner. To make this even more interesting you can grade the importance of objectives so that maybe occupying an area is worth 1 point, freeing a prisoner is worth 2 and blowing up the ammo dump is worth 3.

Scenarios

You could also play a battle around a particular scenario. Here are some ideas for simple scenarios that you might like to try:

- Hold the pass / bridge: one player must prevent their opponent(s) from getting their troops through a pass or over a bridge for a set number of turns, or until reinforcements arrive.
- Take the position: one player must defend a particular area or position while the enemy attempts to take it from them.
- Seek and destroy: each player nominates one of their units as a primary target and it is their opponent's objective to destroy that unit.

These are just a few suggestions to give you some ideas. You can try these out, combine them or come up with new ones for yourself. If you're playing a scenario battle you will probably need to adjust the point values of the opposing forces. For example if a player has to take a heavily fortified position from a defender, you might increase the attacking force points by 50%. A good way to play scenarios is to fight the battle; then for your next battle, use the same scenario but swap roles with your opponent. Just remember to make sure that everyone is clear on his or her mission before you begin.

Deployment

Before starting a battle players need to place their units in their starting positions on the battlefield. This is known as 'deployment' and the area in which you can place your troops is your 'deployment zone'. If you're playing a specific scenario or a game with particular objectives the deployment zones may vary, one player might be defending a position in the middle of the table for example. For now we'll just deal with a normal game.

The exact size and shape your deployment zones will depend upon the size and shape of your playing area but the idea is to keep some tactical space between the forces. Ideally there should be a distance of at least 24 inches between armies at the beginning of a game. For example if you're playing on a table just specify two opposite sides as deployment zones.

Assuming you're playing on a table or similar rectangular area, and you've decided which sides are the deployment zones, you need to deploy your forces. Both players should roll a d10; the player with the highest score gets the choice of deployment zone, the losing player taking the opposite one. Then, starting with the winner, both players alternate placing one unit at a time in their deployment zones until all units are on the table.

Game Turns

In a real battle opposing troops are moving about shooting and fighting simultaneously. In order to be able to play a game we have to be able to split the action up into a series of manageable chunks so that we can keep track of what's going on. We use 'Game Turns' to divide up the action. All games will consist of a series of game turns, during each of which players can do something with each of their units.
Each game turn is divided into three phases; these are, in order:

- The Marker Phase
- The Initiative Phase
- The Activation Phase

The Marker Phase

During this phase all markers that are being used to show units that have been 'activated' or that are on 'hold' are removed. Don't worry about the terms 'activated and 'hold' just now, they will be explained in detail later.

The Initiative Phase

The initiative phase determines which player gets to use one of their units first. All players should roll 1d10 and the player that gets the highest score wins the initiative. The winner can then go first or nominate one of the other players to go first. In this way the winner can seize the initiative and get into action or wait and see what his opponents do.

The Activation Phase

During each activation phase players take it in turns to make their units carry out various tasks or 'orders'. Units that have not yet done anything in the current activation phase are referred to as 'inactivated'. When a player takes his or her turn they can pick one of their inactivated units to do something. This is known as 'activating' the unit. Once a unit is 'active' the controlling player can make it carry out one or more orders, for example the unit may move, then shoot, then fight in close combat (see the following section on Orders and Order Sequence). A unit that has finished carrying out its order(s) is referred to as 'activated' and cannot be used again in the current game turn. Play the passes to the next player (see below in Order of Play).

Orders and Order Sequence

Units must carry out their orders in a set sequence, and can only perform any particular order once in their turn. For excample a unit may only carry out one move order per turn. Any models that do something in a particular part of the sequence (e.g. move) must complete it, before the unit can move on to the next part of the sequence. Units do not have to do anything in a particular part of the sequence, and in some cases they won't be able to anyway.
The sequence in which orders must be carried out is shown below.

1. Move
2. Hold
3. Shoot
4. Assault

When carrying out an order a unit acts as a team. If one model in the unit carries out an order in a particular part of the sequence (e.g. move or shoot), then, when the unit has completed the order, all the other models in the squad are assumed to have carried it out too. Regardless of whether they actually did.

Move: A unit carrying out a move order can make one of two types of move, a 'normal' move or a 'rush'.

- A normal move allows the unit to move a distance up to its MV stat in inches. This doesn't end the units' turn, unless the player wishes to end it at this point.
- A rush allows the unit to move up to double its MV stat in inches. Completing a rush order ends the units turn. Play then passes to the next player. Movement is covered in detail in the movement section later.

A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Hold: A unit given a hold order is waiting to see what the enemy does, holding itself poised ready to react to threats. The ways holding units can attempt to react to nearby threats are detailed later in the rules. Placing a unit on hold ends the units turn. Play then passes to the next player.

A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Shoot: As the name suggests, a unit carrying out shoot orders can shoot at an eligible target unit. Shooting and ranged weapons are covered in detail later on in the relevant section. This doesn't end the unit turn, unless the player wishes to end it at this point.

A unit that is already in base contact with an enemy unit cannot be given this order. Go directly to assault.

Assault: Assault is the only order that a unit with models in base contact with an enemy unit can be given. A unit in this situation must be given this order.
Other units given this order will attempt to get into base contact with an enemy unit to fight them hand to hand in close combat. There are three possible courses of action for a unit carrying out an assault order. They are as follows:

- A unit with models already in base contact with an enemy unit must move more models into contact if possible. Then it must fight a close combat.
- A unit with models already in base contact with an enemy unit can attempt to break off from close combat. If unsuccessful it must move more models into contact if possible. Then it must fight a close combat.
- Other units must charge into base contact with an enemy unit, then fight a close combat.

Completing an assault order ends the units' turn. Play then passes to the next player. Charging, close combat, breaking off from close combat, and any resulting effects are covered in detail later on in the rules.

Order of play

Once a players unit has carried out all the orders he wished it to (or that it had to), the units turn is ended. Play then passes to the next player. In multi-player games, play passes clockwise around the table from the first player. This process continues until all of the units on the tabletop have either been activated or given hold orders. The activation phase is then completed and the current game turn is over. The next game turn begins with a new marker phase and the whole process is repeated.

Markers

In larger games you will probably find it useful to place a marker beside units that that have been activated or placed on hold. A marker is a handy reminder of a unit's current state. As long as the markers indicating activated units are a different colour from those indicating units on hold it doesn't really matter what you use. Just remember to make sure that all players know which is which before you start a game.

Measuring Distances

Players can measure distances at any time during their turn. When measuring distances from unit to unit, for the purpose of making a charge or shooting, measure from the nearest point on your models' base to the nearest point on the enemy models' base.

Awareness and Line of Sight

Your troops need to be able to see the enemy if they are to shoot at them or charge into close combat. Irrespective of the direction a model is facing it is assumed to be aware of everything on the battlefield that is not hidden by intervening terrain or other models etc. There's nothing to stop them looking over their shoulders or in the rear view mirror after all.

A model with an unobstructed view of another model is said to have 'line of sight' (LOS) to it. Having a clear LOS to the enemy is important later when you will want to be able to shoot at them etc. Sometimes it can be difficult to tell whether a model has LOS to another model. In cases like this try to get down to the models eye level, or take a straight line (e.g. the edge of a retractable steel measuring tape or a piece of string) from any point on the looking unit to any point on the target unit.

Members of the same squad are assumed to be acting as a team and making sure they do not block each other's view. The following rule applies.

- Squads: Members of the same squad don't block each other's LOS. All other models however, can block their LOS.

Morale and Command

Although your troops will do their best to follow your orders and destroy the enemy, they are only human (usually). Taking heavy casualties or losing a close combat can cause a loss of nerve. A sudden charge by the enemy, incoming fire or other event can catch them by surprise. Your troops training, determination, speed of reaction and bravery, as represented by their CD stat, will decide how they react in these circumstances. When a unit is in one of the aforementioned situations you will have to check to see whether it manages to keep its nerve or react to the threat. There are three types of check that the unit may have to make; these are a 'morale check', a 'rally check' and a 'command check'. These checks are detailed below.

Morale Checks

Morale checks are usually taken when a unit has suffered serious casualties or damage to such an extent that they might lose their nerve or become demoralised.

A unit can only ever be forced to take one morale check during any particular active units' turn. The unit making the check should do so at the completion of the currently active units' turn. The circumstances when a unit must take a command check are as follows.

- All Units (squads and individuals): Check if it has just lost a close combat. This is described later in the close combat section.
- Squads: Check when the number of squad members falls below 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent casualty they suffer, except those suffered in close combat.
- Individuals: Check when their wounds (W) drop below 50% of the number they started the game with, unless they are currently in close combat. Then check for each subsequent wound they suffer, except those suffered in close combat.

Sole Survivors

Squads that have suffered such heavy casualties that there is only one member left surviving tend, understandably, to rapidly lose interest in fighting on. A unit consisting only of the last surviving member of a squad is subject to the normal morale check rules mentioned above, and in addition is subject to the following rule.

- Sole Survivor: Make a morale check as soon as the unit is activated, before it carries out any orders.

Making a Morale Check

Units make morale checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Command Table

Testers CD	1	2	3	4	5	6	7	8	9	10
Score to Pass	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

*Note that a natural 1 is always a fail, and a natural 10 is always a pass.

Morale Check results

If the check is passed the unit keeps its nerve. All members of the unit are OK and can carry on as normal. If the check is failed the following rules apply.

- Sole Survivors: The unit decides enough is enough and heads for the hills (or home) at high speed. It takes no further part in the fighting. Remove the model from the battlefield.
- Other units: The units nerve has broken and confusion reigns, they are overcome by panic, see below.

Panic

A panicked unit has lost its nerve; it is no longer capable of any organised offensive action. It is virtually useless and capable only of defending itself in close combat. Panicked units can regain their nerve by making a successful rally check. Until rallied they suffer the following consequences.

- Units not currently engaged in close combat cannot carry out hold, shoot, or assault orders. See the sections on shooting and close combat later.
- The unit cannot reaction shoot, or counter-charge. These are detailed later in the sections on shooting, combat etc.
- The unit suffers a –2 mod to all close combat to hit rolls. See later in the close combat section.

Rally Checks

Rally checks are taken to try to recover from panic. The unit is attempting to regain its nerve; officers are getting the men back in line etc. A panicked unit may make one rally check each time that it is activated. Make the check as soon as the unit is activated, before it carries out any orders. The following rule applies.

- A unit may not attempt to rally if it is currently engaged in close combat.

Making a Rally Check

As with morale checks, units make rally checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Rally Check modifiers

The proximity of enemy units can make units that are attempting to rally considerably more nervous. The following modifiers apply to the rally check dice roll. The modifiers are not cumulative, use only the worst one.

- -3 if there are any enemy units within short range and LOS.
- -2 if there are any enemy units within medium range and LOS.
- -1 if there are any enemy units within long range and LOS.

Rally Check results

If the rally check is passed the unit regains its nerve and can carry out orders as normal. If the check is failed the unit continues in a state of panic.

Command Checks

Command checks are usually taken when a unit is attempting to react to the actions of an enemy unit. The specific circumstances in which a unit should make a command check can occur at various times, often at some point during an enemy units turn. These are detailed later, where relevant, in the sections on moving, shooting etc.

Making a Command Check

As with morale checks, units make command checks as a group. To determine whether the unit passes the check roll one dice referring to the highest command (CD) stat of the models in the unit. The Command Table shows the minimum d10 score needed pass.

Command Check results

If the command check is passed the unit can act appropriately to its situation. If the check is failed its circumstances will dictate the resulting penalties, if any. The results of passing or failing a command check are detailed later, where relevant, in the sections on shooting, combat etc.

Movement

This section deals with the movement of normal models travelling on foot; most models involved in your battles will be of this type. Some models (usually vehicles) have slightly different movement rules, but any differences will be described in their own section.

In the main this section describes the kinds of movement possible to units that are carrying out move orders, this is the type of move that your troops will most commonly make. There are other kinds of move that are possible, for example: charge, counter-charge, break off and evade moves. These moves are made when carrying out assault orders or as a response to enemy action etc. They will be dealt with later in the sections on shooting and combat etc.

As mentioned in the game turns section, there are two types of move possible to models carrying out a move order: a normal move and a rush. A normal move allows the unit to move a distance up to its MV stat in inches. A rush allows the unit to move up to double its MV stat in inches. Irrespective of which type of move the unit is making the following rules apply to their movement.

- Models may not approach within 1 inch of an enemy model.
- Models may move any distance up to the maximum allowed for the type of move, i.e. normal or rush.
- Models may turn by any amount you wish; there is no penalty for turning.

Squad Cohesion

Unlike individuals, squads operate as a cohesive team, the various members providing support and encouragement to each other. This is referred to as 'squad cohesion'. If the squad members become too separated the squad no longer functions as an effective unit. We refer to this as 'broken cohesion'. Check the squads' cohesion when you first activate the unit, before it carries out any orders. The following rules apply.

- When a squad has finished moving all the models in it must form an imaginary chain, the distance between one model and the next being no greater than 2 inches.
- Squads with members currently engaged in close combat do not have to maintain cohesion. See the section on close combat later. However once they are free of combat they will have to form up again.

Broken Cohesion

If a unit that is not currently engaged in close combat is split up for some reason and its cohesion broken, for example by taking casualties from enemy fire, the following rule applies.

- The unit cannot carry out hold, shoot or assault orders until the squads cohesion is restored, by moving closer together.

Movement and Terrain

As discussed in the section on terrain earlier in this book, terrain can come in a wide variety of different kinds. However the effect of terrain on movement depends only on the terrain type. There are three types of terrain; they are normal, rough and impassable.

Normal: Models moving through this suffer no penalties or other effects.

Rough: Models count move distances through or over this type of terrain as double the actual distance travelled. For example a model moving through a one-inch strip of thick tangled bushes would treat the distance travelled as two inches.

Impassable: As implied by the name this type of terrain cannot be moved through at all unless the model has special equipment or training. This would be shown in the models profile, see the army lists later.

Shooting

Shooting covers all kinds of ranged combat attacks, from standard gauss rifles, auto pistols and blasters, to high powered plasma weaponry and missiles, it also includes thrown weapons like grenades and even rocks.

Shooting is almost always done by units that are carrying out a shoot order. The only exception to this is when a unit takes a 'reaction shot' in response to the actions of an enemy unit. This is dealt with later in this section. When a unit shoots it almost always has to fire all of its weapons at a single target unit, it cannot split its fire between target units. Some special rules do allow you to split fire but they're explained later.

The sequence to follow when a unit carrying out shoot orders wishes to shoot is shown in order below.

1. Check Range and LOS.
2. Select a Target.
3. Roll to Hit.
4. Allocate Hits.
5. Roll to Damage.

Check Range and LOS

Measure the range to possible target units, checking to make sure that some or all of the models in the shooting unit can draw LOS to some of the enemy models, and that some or all of the members of the enemy unit are in range. Models in the firing unit that can't draw a clear LOS to the target unit can't shoot at all. Enemy models that are beyond the range of the shooting units' weapons can't be hit.

Select a Target

A unit carrying out shoot orders always selects the nearest enemy unit in LOS that is not in close combat with a friendly unit as its priority target. To the troops on the ground the nearest enemy is always the most threatening. This is the target it will shoot at unless any of its members have special rules allowing them to override normal target priorities, for example: the 'tactical awareness' special rule. These will be shown on the models' profile, and are detailed in the special rules section later.

Once a target unit has been decided, turn the models in the unit to face their target. This doesn't apply to some of the less manoeuvrable units (usually vehicles) but this is detailed later.

Roll to Hit

To determine whether the shooting unit hits its target roll a d10 for each shot. Normally each trooper will only get one shot; however certain weapons allow their user to fire more than once, and some heroes, monsters etc are capable of multiple shots. Weapons are covered in detail later in their own section, and the army lists contain details of powerful heroes etc. To keep things simple for now, just assume that each model only fires one shot.

When a unit shoots you can roll the 'to hit' dice one at a time, or all together using different coloured dice to represent different weapons or models. As long as you and your opponent are clear on which rolls are for which weapons it's entirely up to you.

The dice score needed to hit depends on how good a shot the shooter is. The models' shooting stat (SH) indicates this. The Shooting Table shows the d10 score needed to hit the target.

Shooting Table

Model's SH	1	2	3	4	5	6	7	8	9	10
Score to Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

*Note that a natural 1 is always a fail, and a natural 10 is always a pass.

To Hit modifiers

Whether or not the shooting unit moved this turn and the size of the target models being shot at will affect the chances of scoring a hit. The 'to hit' dice roll modifiers are shown below.

-1 Shooting unit carried out a move order
-1 Size 1 target
+1 Size 4-5 target
+2 Size 6-7 target
+3 Size 8-9 target
-2 Speculative Shot (see later)

Allocate Hits

When your units carry out shoot orders they do so to the best of their ability. However you do not get to choose the specific models that are hit. The troops comprising a unit are not telepathically linked to their commander, and may have their own reasons for shooting at particular models in the target unit.
To simulate this, and to prevent unscrupulous players constantly targeting the leaders and support models in squads, once the number of hits has been determined; the owner of the target unit allocates them amongst the units members. When allocating hits among models the following rules apply.

- Hits must be distributed evenly among valid models. That is those that are in range of the shooters, and that have LOS to the shooting unit (remember, members of the same squad don't block each others LOS, so there's nothing to stop you allocating hits to models in the rear ranks). Allocate one hit to each; if there are more hits than valid models allocate one hit each, then start over again, allocating a second hit to each and so on.
- If valid models in a target unit fall into two or more of a weapons range bands, distribute hits among those in the shortest range band first, once they all have one hit each, move on to the next range band and so on. Range bands are explained later in the section on weapons.
- If there are some valid models in cover, and some outside, allocate hits to those outside cover first, once they all have one hit each, move on to those in cover. See later in this section for an explanation of terrain and cover.

Roll to Damage

Just because a shot hits its target does not mean that the target is taken out of action. Not all hits cause damage to their target. Even if your shot does damage, many creatures and machines can absorb quite a bit of punishment before being destroyed or rendered inoperative. The more powerful the weapon that hits the target, the more chance of the hit causing damage. Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed.

Normally, to determine whether hits cause damage you roll 1d10 for each hit. However some very powerful weapons allow you to roll 2d10 or more per hit. Weapons are covered in detail later in their own section. To keep things simple for now though, just assume that you roll 1d10 per hit.

To determine whether a hit causes damage to its target you need to compare the damage (Dam) stat of the weapon with the toughness (T) stat of the target. Don't worry about specifics just now, but as an example the standard Viridian marine Gauss Rifle has a Dam of 5.

In order to discover the chance of damage being caused you need to refer to the Damage Table below. Cross-reference the damage (Dam) of the weapon with the toughness (T) of the target. The number shown where they intersect indicates the d10 score needed to cause damage.

Damage Table

Weapons	Targets Toughness (T)									
Damage (Dam)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Damage and Casualties

Each successful damage roll inflicts one wound on the target model. The number of wounds a model can absorb before being killed or incapacitated is indicated by their wounds (W) stat. Most models only have one wound so a single successful damage roll will take them out of action, remove such casualties from the battlefield.

Some particularly resilient or tough models, for example heroes, large monsters and machines, have more than one wound. In such cases the way that wounds are absorbed and models removed as casualties depends on whether the unit is an individual or a squad.

Individuals: When an individual suffers a wound deduct it from the models total. Note down the number of wounds it has remaining, or indicate it with a marker beside the model. Once the model loses its last wound it is killed, remove it from the table.

Squads: When a squad containing models that have multiple wounds suffers damage remove whole models as casualties, carrying over left over wounds. Note down left over wounds, or indicate them with a marker beside the squad. For example: Assume a squad of four models with two wounds each suffers three wounds from incoming fire. One model should be removed as a casualty, and the left over wound noted down or indicated. If the squad later receives another wound, this will be enough to cause another model to be removed as a casualty.

Templates

Some weapons when fired affect large areas rather than just individual models. They differ from normal weapons by using a template to determine which models the shooter hits. Weapons of this type can be very powerful, and are often carried by squad support models. Examples of weapons that use templates are flame-throwers and grenade launchers. There are two types of template, 'directly placed' and 'ranged'. All aspects of these weapons are covered in detail in their own sections later.

Directly Placed Templates

Directly placed template weapons use a teardrop shaped template that is relatively short ranged, but that affects all models within its area of effect indiscriminately. A flame-thrower is an example of this kind of weapon.

You do not need to roll to hit with a weapon of this kind. Place the template so the narrow end is touching the front face of the firing models base, and the rest is covering as many enemy models as possible. All models whose bases are covered or partially covered by the template are automatically hit. Make damage rolls for them as normal.

Ranged Templates

Ranged template weapons use a circular template. As the name implies they can operate at reasonable ranges. Examples of ranged template weapons are grenades, grenade launchers and mortars.

Roll to hit as normal, if a hit is scored both you and the target units' player roll 1d10, the player getting the highest score allocates the hit on the target unit. Centre the template on the allocated model. All models whose base are covered or partially covered are automatically hit. Make damage rolls for them as normal.

If a ranged template weapon misses it will still affect an area somewhere nearby, although not the one intended. Such a shot has strayed off target. It's important to know where stray shots land, they can often drift into other (sometimes friendly!) units. Use the following procedure to find out where it goes.

1. The target units' player nominates one of the models in the target unit as the original 'aiming point' for the shot, following the same rules as for allocating a normal shooting hit.
2. Roll the direction dice, the arrow on its upper face shows the direction the shot deviated in.
3. Roll 1d10 for each range band beyond CC up to and including the range band the aiming point lies in e.g. 1d10 for short, 2d10 for medium and so on. This gives the distance that the shot deviated by in inches. Irrespective of the dice result the shot cannot deviate by more than half the measured distance between the shooting model and the aiming point.
4. Centre the template on the point where the shot strayed to as generated above. Make damage rolls for models covered as normal.

Speculative Shooting

Speculative shooting is only possible to units that contain models that can override normal target priorities. This will be shown in their profile, see later in the special rules and army lists. Speculative shooting allows a unit to shoot over intervening terrain or other objects that lie between them and their prospective target, and is very useful for keeping your enemy on his toes. This might involve chucking grenades over a wall or launching mortar shells over a hill. Whatever the case, a unit taking a speculative shot is attempting to land it in an area they cannot see, but that they suspect contains enemies.

- Speculative shooting is only possible to models equipped with indirect fire ranged template weapons. See the section on weapons later for more details.
- The shooting unit does not require LOS to the target unit.
- Both the shooting unit and the target unit must be at least half as far from the intervening object as the object is high.
- Treat the shot as a normal ranged template shot, with the following exceptions: there is a -2 to hit modifier, and the target units' player always allocates successful hits.

Evading

Units that are the target of incoming indirect fire often get enough warning to attempt to get out of the way. Grenades are relatively slow and often have a delayed fuse, while mortars and the like have a distinctive whistle as they descend towards their unfortunate targets. Inactivated and holding units can attempt to evade the incoming ordnance. The following rules apply.

- After the hit has been allocated, but before damage rolls are made, the target unit can make a CD check to evade. If the check is failed make damage rolls as normal.
- If the CD check is passed play passes temporarily to the target units' player. Mark the position of the model that was allocated the hit. The target units' player can then move all models in the unit their MV stat in inches to try to get them away from the weapons effects. Once all models have been moved centre the template on the marker. Make damage rolls as normal for any models still under the template.
- Irrespective of the checks' result the target unit counts as having been activated and completed its turn. It can do nothing further in the current game turn. Play then passes back to the original player.

Shooting into a Close Combat

Shooting into a close combat that involves one of your own units is not generally a good idea; the chances of hitting your own side are high. However for those of you who don't mind mowing down your own troops, here's how to do it. Treat the shooting as you would normally, with the following exceptions.

- The unit you wish to shoot with must make a successful CD check in order to do it; your troops are naturally reluctant to endanger their comrades. If the check is failed they don't shoot, and may not shoot this turn.
- For the purposes of hit allocation all friendly models in base contact with enemy models count as being part of the target enemy unit. But, subject to all the normal hit allocation rules, every second hit must be allocated to a model in the enemy players' unit.
- If you are shooting with a directly placed template weapon both you and

Blocking LOS

Usually it will be pretty obvious when an intervening piece of terrain blocks LOS, because in the case of a hill or building for example, you won't be able to see the target! However there are some not so obvious terrain types that can also block LOS. Areas of woodland, jungle, dense bushes etc could also block LOS.

We suggest that before you start a battle you agree with your opponents how far models can see through terrain types like these. A reasonable distance for dense jungle might be four inches, for normal woodland six inches, and for sparse scrubby areas eight inches. It's entirely up to you, but unless otherwise agreed before the game assume six inches. Whatever distance you decide on, troops in these types of terrain will become more difficult to see the further they are into the area. For the purposes of the following example we will assume that we are talking about an area of woodland with a visibility of six inches. Use it as a guide for all areas of this type. The following rules apply.

- Models inside the area, and within six inches of the edge of the area can see and be seen by models outside the area.
- Models inside the area can see and be seen by other models inside the area that are within six inches.
- Models outside the area on one side can not see through the area to models that are outside the area on the other side, no matter how narrow the area is.

Cover Saves

Cover saves are provided by terrain that is fairly substantial and partially obscures you troops from view. Your troops can still be seen by the enemy and can therefore be targeted, however the objects they are behind or the area they are within may absorb some damage and offer them protection. For example, if a trooper is crouching behind a wall firing, he can still be seen and shot at, but some of the bullets destined for him could end up embedding themselves in the wall instead (much to his relief). As a general rule, if a model is partially obscured behind something substantial it is in cover and can claim a cover save. The following rule applies.

- If a model in cover receives wounds, roll 1d10 per wound. On a score of 8+ the wound is ignored and the model suffers no harm.

The possible types of cover are too numerous to list, but here are some examples: Oil drums, walls, large rocks, bits of machinery, the corners of buildings, windows, doorways, trenches and dugouts would all provide cover from models firing from the other side. Some areas too might provide cover, for instance areas of ruins, jungles and even furniture strewn rooms can provide cover. As with visibility for areas, you might want to vary the levels of protection that particular types of cover afford. For example flimsy objects and areas might only confer a 10+ cover save, while weapon slits and fortifications could confer a 6+ or better. The possibilities and choice are yours, but unless otherwise agreed before the game assume 8+.

Weapons

The variety of weapons available in the universe is vast. Human technologies have developed a wide array of weapons ranging from the common autopistol and the standard issue marine gauss rifle to the high-energy laser pulse rifle and the brutally effective rotary mass driver. The exotic Koralon race wield strange symbiotic blades and powerful staves that seem to resonate with the forces that bind the dimensions. This section describes the powers and abilities of the weapons that your forces bear into battle.

Weapon Profiles

A weapons profile contains all the information needed to use it in the game. The profile shows how a weapon performs on the battlefield. They represent weapons strengths and weaknesses with a set of statistics that define how accurate and powerful the weapons are. You will find profiles for all the weapons your troops can use in the armoury list towards the back of this book. Weapon profiles are all presented in the same basic format (see the sample profile).

Gauss Rifle

Gauss Rifles are the favourite standard issue weapons of most armies across the galaxy. Effective up to medium range, they are hard-hitting and reasonably accurate. Gauss technology was an offshoot of VASA magnetic field research, and uses a so-called 'Gauss Field' to fire projectiles. The barrel of a Gauss Rifle contains a powerful magnetic rail, activated when the trigger is pulled. This lifts steel flechettes out of the magazine and accelerates them towards the target at hypersonic speed.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	0	5	0	5				

Type: 2 handed

Special Rules: None

The Weapon Stat Line

A weapons stat line is a row of characteristics that show the weapons capabilities at a variety of ranges from their target. For game purposes we have split weapon range into five 'range bands'. The five range bands are CC, Short, Medium, Long and Extreme.

CC: This shows the weapons capabilities when the model using it is in base contact with an enemy model and is fighting hand to hand in close combat.

Short: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances of up to 12 inches (short range).

Medium: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 12 inches and up to 24 inches (medium range).

Long: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 24 inches and up to 36 inches (long range).

Extreme: This shows the weapons capabilities when the model using it is shooting at an enemy model at distances beyond 36 inches and up to 48 inches (extreme range).

Weapon Capabilities

Weapons come in a vast array of different shapes and sizes, from small pistols to heavy chain guns and rocket launchers. Some weapons are particularly accurate or rapid firing, while others can inflict terrible damage. A weapons capabilities within a particular range band are shown in two columns: 'To Hit' and 'Dam'. If a weapon has no entry in these columns for a particular range band, then the weapon has no capability at that range and the bearer must use a different weapon if he has one.

To Hit: This shows how accurate the weapon is, and how many hits it is capable of inflicting.

The accuracy of a weapon is expressed as a modifier e.g. +1, -1 etc. This modifies the d10 'to hit' roll of the user when attempting to hit an enemy model. A plus modifier is good, a minus one isn't.

If a weapon is capable of inflicting more than one hit this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows the number of d10s the user should roll when attempting to hit an enemy model. Each successful roll scores one hit.

Damage (Dam): This shows how powerful a hit scored with the weapon is, and how many wounds a successful hit can inflict.

If the weapon is a firearm or similar, its power is normally expressed as a number e.g. 4, 6 etc. High numbers indicate a more powerful weapon. This is compared to a targets toughness to determine whether damage is caused.

If the weapon is a melee weapon of some kind, its power is normally

indicated as a modifier to the users strength e.g. ST+1, ST+2 etc. This modifies the d10 'damage' roll of the user when determining whether damage is caused.

If the weapon is capable of inflicting more than one wound with a successful hit this is expressed as a number in brackets e.g. (x2), (x3) etc. This shows the number of d10s the user should roll when determining whether damage is caused. Each successful roll causes one wound.

Weapon Type and Special Rules

A weapons type and special rules provide all the other information you will need to enable your troops to perform at their best in battle. The various types are as shown below, special rules cover unique capabilities and modes of operation.

One-Handed: One-handed weapons are relatively light low powered weapons, troops can use one in each hand to gain a bonus in close combat.

Two-Handed: These weapons require two hands to use them, gauss rifles and the like fall into this type. They tend to be more accurate and longer ranged than one-handed weapons, but less useful in close combat.

Armour Piercing: These weapons are primarily designed for use against vehicles and other large heavily armoured targets. They tend to be inaccurate when used against small targets. A weapon of this type will be stated as being 'Armour Piercing 5', or 'Armour Piercing 7' etc. The number is a negative modifier to the d10 'heavy armour save' dice roll conferred by the 'heavy armour' special rule, e.g. armour piercing 5, deducts 5 from the d10 saving roll. Heavily armoured vehicles etc all have the heavy armour special rule. See special rules later in their own section.

Incendiary: Incendiary weapons envelop their targets in liquid fire that continues to burn and cause damage. When rolling to damage a model that has been hit by an incendiary weapon, a successful damage roll allows a subsequent roll, if this too is successful another can be made. This goes on until a damage roll is failed, at which point the flames go out, and no more rolls are made.

Indirect Fire: These are weapons that do not need LOS to the target unit. Often useful for probing suspected enemy positions and flushing out dug in troops.

Melee Weapon: Melee weapons are used to physically hit the enemy. This is the most basic type of weapon. Knives, blades, claws and teeth are all melee weapons.

Mounted: Mounted weapons are those that are too heavy to be carried by normal troops. They are either mounted in vehicles or on collapsible bipods and tripods. If not vehicle mounted they will be crewed by a team of troopers.

Template Weapon: These are area effect weapons. Instead of rolling to hit in the normal way, a template is used to determine the models that are hit by a firing unit. They cannot usually be used in close combat. The rare ones that can don't use the template in close combat, instead using the capabilities shown for the CC range band just like a normal weapon. Models in cover that are hit by a template weapon suffer -2 modifier on their D10 cover save roll.

Close Combat

Close combat includes all kinds of close up and hand to hand fighting. Combatants may be using melee weapons like combat knives or other blades, fighting with natural weapons like teeth or claws, or dodging about taking snapshots with firearms. Close combat is can only ever be initiated by units that are carrying out an assault order. The sequence to follow when a unit carries out assault orders is shown in order below.

1. Make Assault Moves
2. Fight the Combat
3. Determine Combat Results

Assault Moves

Assault moves are the only way that a unit that is carrying out assault orders can get into or out of combat with an opposing unit. There are three possible types of assault move. The ones available to a unit depend on whether the unit is already in base contact with an enemy unit. The three types of move are 'charge', 'close' and 'break off'.

Charge

A unit with assault orders that is not currently in base contact with an enemy unit must make a charge move if possible. Charging units move forwards aggressively and attempt to come to grips with the enemy in order to engage them in close combat. Charging models can move up to their MV in inches in order to contact the enemy. Measure the distance between your models and the nearest model in an enemy unit, if none of them can reach it you can't charge. Leave your unit where it is. If at least one of your models can get there the following rules apply.

- Move as many of the models in the attacking unit as you can into base contact with enemy models. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move their full MV in order to get as close as possible.
- Once the attacking unit has finished moving the owner of the defending unit must move as many of its models that are unengaged into base contact with models in the attacking unit. Start with models closest to the attackers. Contact unengaged attackers first, only doubling up if this is not possible. Unengaged defenders can move up to their MV in inches. Models that cannot get into base contact must move their full MV in order to get as close as possible.

Close

A unit that is already in base contact with an enemy unit can make a close move. Closing units are attempting to bring more of their members into the fray. The following rules apply.

- Move as many of the unengaged models in the unit as you can into base contact with enemy models. Start with those closest to the enemy. Attempt to get them into base contact with unengaged models, only doubling up if this is not possible. Models that cannot get into base contact must move their full MV in order to get as close as possible.
- Once the attacking unit has finished moving the owner of the defending unit must move as many of its models that are unengaged into base contact with models in the attacking unit. Start with models closest to the attackers. Contact unengaged attackers first, only doubling up if this is not possible. Unengaged defenders can move up to their MV in inches. Models that cannot get into base contact must move their full MV in order to get as close as possible.

Break Off

A unit that is already in base contact with an enemy unit engaging in close combat can attempt to make a break off move. Units attempting a break off move are trying to extricate themselves from the close combat (not always easy). A unit must make a CD check in order to break off. If the check is failed the unit cannot break off and must make a close move as detailed above instead. If the CD check is passed the following rule applies.

- The models in the breaking off unit can be moved up to their full MV away from the enemy models. Before moving the models away, enemy models in base contact get their normal number of attacks on the breaking off model.

Fight the Combat

Normally close combat is simultaneous. Even as your troops are attempting to kill the enemy, their opponents are trying to do the same to them. Charging, counter-charging and some other situations or special rules can allow models to strike first; this is a big advantage because a dead enemy can't strike back! Before you fight the combat you need to determine which models can fight, and who can they attack.

Who can fight

In most circumstances a unit that is attacked in close combat can fight back. It doesn't matter whether it has previously been activated, or has yet to do something in the current game turn. If you run up and hit them, they're usually going to hit you back. The following rules determine who can fight.

- All attacking models that are in base contact with one or more opponents can fight.
- A unit that is attacked in close combat gets to fight back against the first enemy unit that attacks it in the current game turn. All defending models that are in base contact with one or more opponents can fight. If another unit subsequently attacks it, it does not get to fight back.

Allocating Attacks and Hits

Because models in close combat are in base contact with specific opponents they must allocate their attacks, and therefore successful hits, only to those models. If your model has multiple attacks and it is in base contact with more than one enemy model you can split your attacks between them. If units contain models with varying weapons and skills you'll have to remember to keep track of who's hitting who.

Charge bonuses

Units that charged into contact with the enemy get an advantage in combat. Their momentum and aggression give them a temporary advantage over their foes. Charging units get to strike first in combat and gain a +1 modifier to their d10 to hit rolls.

Counter-charging

Units that are alert and on the look out for approaching enemy units can sometimes react quickly enough to counter-charge an incoming charge, and so equalise the odds. A holding or inactivated unit can make a CD check to counter-charge an enemy unit that has charged it. The following rules apply.

- After the attackers and the defenders have been moved into contact make a CD check. If the check is failed the unit did not react fast enough. No counter-charge took place and the unit fights as normal.
- If the CD check is passed the unit counter-charged. They gain the same bonuses as a unit that charged. This effectively cancels the attackers strike first bonus; both units however retain the +1 modifier to their d10 to hit rolls.
- Irrespective of the checks' result the unit counts as having been activated and completed its turn. Once combat has been resolved it can do nothing further in the current game turn.

Striking First

In combats where some models can strike first you should work out any hits scored and damage caused by them before any other models get to roll to hit. Models killed or destroyed by the damage they cause should be removed, and do not get to strike back.

Using two Weapons

Models equipped with two one handed weapons that are capable of being used in close combat, for example two pistols, are dangerous close combat opponents. They gain a bonus of +1 on their to hit and damage d10 rolls.

Attacking Panicked Troops

Panicked troops do not perform well in close combat, they are usually too shaken and confused to put up much of a fight. Any models attacking panicked troops in close combat gain a bonus of +2 on their d10 to hit rolls.

Terrain and Close Combat

Terrain that provides cover, as described in the section on shooting, is also extremely helpful to any occupying troops that are charged by the enemy. It provides a very strong defensive position. The following rule applies.

- If a unit charges an enemy unit that is occupying an area of cover from outside the area, or charges from the opposite side of a defended object (a wall for instance), all its charge bonuses are lost. In addition the defending unit gains the first strike and a +1 modifier to its d10 to hit rolls.

Rolling To Hit

Unless one side is getting to strike first combat is simultaneous. However for simplicity it's usually best for one player to roll his attack dice and determine the damage caused before his opponent does so. We usually let the player whose unit carried out the assault orders go first, but it's entirely up to you. Any models that are killed or destroyed but were eligible to fight are still allowed to roll attack dice before being removed from play. Perhaps indicate such models by turning them around, laying them on their side or placing a marker of some kind by them.

To determine whether the attacking unit hits its opponents roll a d10 for each attack. Normally each trooper will only get one attack, however some heroes, powerful monsters and machines get multiple attacks. Also certain weapons allow their user to attack more than once. Weapons are covered in detail elsewhere, and a variety of heroes, monsters etc are detailed in the army lists. To keep things simple for now, just assume that each model only gets one attack.

When a unit fights you can roll the 'to hit' dice one at a time, or all together using different coloured dice to represent different weapons or models. As long as you and your opponent are clear on which rolls are for which weapons it's entirely up to you.

In close combat the more skilful an attacker is the more chance it has of scoring a hit. Similarly, the more skilful a defender is the more chance it has of fending off the attack. A models assault (AS) stat indicates its skill in close combat. Comparing the opposing models close combat skills will determine the chance of a hit.

In order to discover the chance of hitting you need to refer to the Close Combat Table below. Cross-reference the Assault (AS) stat of the attacker with the Assault (AS) stat of its opponent. The number shown where they intersect shows the d10 score needed to get a hit.

Close Combat Table

Attackers	Defenders Assault (AS)									
Assault (AS)	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

To Hit modifiers

-2 Unit is panicked
+1 Unit charged or counter-charged
+1 Using a weapon in each hand
+1 Defending Cover
+2 Opponent is panicked

Rolling to Damage

Just as with shooting, hitting your opponent in close combat doesn't guarantee a kill. The more powerful the weapon, or the creature, that hit the target the more chance of the hit causing damage. Similarly, the tougher the target is, the more chance it has of surviving a hit unscathed.

To determine whether a hit causes damage to its target you need to compare the damage (Dam) stat of the weapon, or the strength (ST) of the attacking model, with the toughness (T) stat of the target. Weapons are covered in their own section; there you will find details on the types of weapon that use the ST of their wielder instead of a Dam stat.

In order to discover the chance of damage being caused you need to refer to the Combat Damage Table below. Cross-reference the weapons damage (Dam), or the attacking models strength (ST), with the toughness (T) of the target. The number shown where they intersect shows the d10 score needed to cause damage.

Combat Damage Table

Dam / ST	Targets Toughness (T)									
	1	2	3	4	5	6	7	8	9	10
1	6+	7+	8+	9+	10	10	10	10	10	10
2	5+	6+	7+	8+	9+	10	10	10	10	10
3	4+	5+	6+	7+	8+	9+	10	10	10	10
4	3+	4+	5+	6+	7+	8+	9+	10	10	10
5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

Damage modifiers

+1 Using a weapon in each hand

Damage and Casualties

As with shooting each successful damage roll inflicts one wound on the target model, and casualties are removed in the way previously described.

Combat Results

Once the combat has been fought and casualties inflicted you need to work out which side won. Total up the number of wounds each side suffered. The side that suffered the most is the loser, its opponent the winner. The losing side must make a morale check (see the section on morale and command earlier) and suffer any effects, the combat is then over. The following rules also apply.

- If one side completely wipes out the other it wins automatically, irrespective of how many wounds were caused.
- If both sides suffered the same number of wounds the fight is a draw. Both sides stand their ground.

Vehicles

Vehicles can come in many different shapes and sizes. From small and speedy grav bikes to huge lumbering personnel carriers and assault vehicles. This section describes the ways that vehicles differ from normal troops. Where there is no specific mention of a difference then treat vehicles in exactly the same way as you would any other troop type.

Morale and Command

Vehicle crews are not as susceptible to the effects of a breakdown in morale as normal units. This is due to a number factors, often it's because they are in a big armoured thing and gain a false sense of security, or because they assume their vehicle can get them quickly out of trouble. Whatever the reasons, vehicles do not suffer from panic. The following rules apply.

- Vehicles get a +2 bonus to their d10 dice roll when taking morale and rally checks.
- If a vehicle fails a morale test the model counts as 'shaken'.

Shaken

Shaken models can recover from this state in exactly the same ways that a normal unit would recover from panic. However in addition, at the end of a game turn during which a shaken unit suffers no wounds it automatically recovers. The following rule applies to shaken models.

- Shaken models suffer a –2 modifier to all shooting and close combat d10 to hit rolls.

Movement

Normally the main thing to remember when using vehicles is that most of them are not as manoeuvrable as an infantryman is. In general their freedom of movement is relatively restricted. Some especially large and unwieldy monsters are also treated as vehicles.

Move Orders

Vehicles that are engaged in close combat with an enemy unit have one great advantage over normal troop types. Because they are often large or fast they can they can drive (or stomp or skim) right out of combat in order to get to safety or bring their armament to bear. The following rule applies.

- Unlike normal models vehicles can be given a move order when they are in base contact with an enemy. The model can carry out a move order just as it would in normal circumstances. Before moving the model away, enemy models in base contact get their normal number of attacks on the model. For example a Korvus engaged in close combat to its front could reverse out of combat, then in the shooting part of its order sequence let fly at its hapless foe, before finally charging back in at them with assault orders.

Turning

Most vehicles are limited in the number of turns they can make during a move (this goes for assault moves as well). Models with turning limitations will have an entry in their special rules stating how many turns it can make for a set move distance. For example, 'The model can make 1 turn for every 4 inches moved'. The following rules apply to turning.

- Vehicles perform turns by pivoting the model on the spot by any amount up to 90 degrees.
- You do not have to move the model the full stated distance before making a turn; in fact you can move any distance you like. However if you move it less than the distance stated, the full distance as stated is still deducted from the total MV distance the vehicle is allowed.

Reversing

All vehicles can reverse at half their normal speed. So for example, if a vehicle could normally move 8 inches, it would be able to move 4 inches in reverse.

Shooting

Visibility from vehicles is often poorer and more restricted than that of a normal model; in addition weapons that are mounted on vehicles tend to have fairly restricted movement. When you wish to shoot with vehicle weapons you will need to refer to the weapons 'fire arcs'. These are fairly restricted fire arcs, and only if an enemy unit falls within them can the vehicle target it.

Selecting Targets and Fire Arcs

Because vehicles are not very manoeuvrable they never get to turn to face a target unit when selecting a target. Instead you will have to make sure that you have positioned your vehicle in such a way that the prospective target falls within one its weapon fire arcs.

All vehicles have four fire arcs, they are front, rear, left flank and right flank. Unless otherwise stated on the vehicle profile all of the fire arcs are 90 degrees. In order for a vehicle to shoot at an enemy unit it must be within the relevant weapons fire arc. For a vehicles target priorities only count enemy units that lie within its weapon fire arcs and that are within range.

Close Combat

In the main, vehicles operate in close combat in the same way as a normal model. However in some cases there may be a couple of differences, these are 'combat arcs' and 'damage tables'.

Combat Arcs

Most vehicles have four combat arcs; they are front, rear, left flank and right flank. If a vehicle has varying numbers of close combat attacks available that are dependant on an opponent being in a particular arc it will be stated in its special rules. If there is no specific mention made, then assume that its close combat attacks can be made anywhere in its front facing, just like any other model.

Vehicle Damage Tables

Some larger vehicles have damage tables shown in their profile. Because these vehicles are so large it is possible for particular bits of them to be damaged or destroyed, even though the vehicle itself can continue to function. When a vehicle like this takes damage roll a d10 and refer to its damage table to see if it suffers any extra effects from the damage. Note that you don't roll for each wound it suffers, you roll once for all the damage it sustained from any single unit in a round of shooting or combat.

SPECIAL RULES

Drop Trooper

Units with this special rule are not deployed in the normal way. Instead the unit may be deployed at any time dur-ing one of the owning player's subsequent turns. The unit can be deployed within 6 inches of any table edge, but not within 12 inches of any enemy models. Once the unit has been deployed it counts as being on hold for the rest of the current game turn.

Fast

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule move up to 1.5 times their MV stat when charging, closing or rushing. So for example a model with MV 4 could move up to 6 inches on a charge move, or indeed in any of the other cases listed here.

Fearless

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule.

Heavy Armour

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies.

- *Heavy Armour Save:* If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

High Morale

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Sergeant has High Morale (+2), you would use the +2 modifier when making a morale check.

Immune to Panic

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed.

Inspiring

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

Lethal Strike

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

Marksman

Some models are expert at pinpointing and hitting vulnerable points on a target. When these models successfully hit a target with a ranged weapon roll one extra dam dice for every 2 clear points that the shooting test was passed by. For example a Marksman armed with a Sniper Rifle fires at a short-range target. They need 6+ to hit and get a modifier of +2 for the weapon; there are no other modifiers. The dice roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).

Mounted Weapon Team

Some weapons are too large and complicated to be handled by a single model. Such weapons are either mounted on vehicles, or are carried into battle by crews of trained operators. The following rules apply to units that carry such weapons into battle:

- The weapon cannot be moved and fired on the same turn
- During the shooting phase, the weapon can be turned up to 90 degrees before shooting
- To fire the weapon there must be at least one crew member in base contact with it

The weapon itself cannot be targeted or harmed, but crew members can be attacked as usual. For each crew member lost the unit loses 1 from MV and suffers a –1 to hit modifier. When all the crew have been killed remove the weapon from play

Multiple Attacks

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

Multiple Shots

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target. This ability can only be used with 1-handed missile weapons, such as blasters or autopistols.

Rough Terrain Specialist

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed in brackets after the Rough Terrain Specialist entry on their profiles.

Shock Trooper

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

Sniper

Some models are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If a model with the Sniper special rule doesn't move then it can make a CD test to ignore the normal target priority rules. If the test is passed then they can shoot at ANY model within range and LOS.

SPOMM

Units with this special rule are artificial intelligences equipped with Synapsized Prime-Obsidian Matrix Minds (SPOMMs). SPOMMs are AI brains that are pre-programmed to perform certain functions. The common battlefield versions have sensors that allow them to accurately identify potential threats within a fairly limited scanning radius all around them. At distances longer than this they can still sense the enemy (like unidentified blips on a radar screen), but do not get enough information from their sensors to allow them to decide on appropriate action. There are currently three common grades of standard military SPOMM. The higher the grade the more powerful its sensors and the longer its scanning radius. The three grades and their scanning ranges are shown below.

- Grade I SPOMMs have a scanning radius equal to the short range band.
- Grade II SPOMMs have a scanning radius equal to the medium range band.
- Grade III SPOMMs have a scanning radius equal to the long range band.

When a unit with this special rule is activated first check to see whether there are any enemy units within the scanning radius of the highest grade SPOMM in the unit. Note that they don't have to be in LOS, just within the scanning range. If there are any enemy units within scanning range you may make the unit carry out any orders you wish, just like any normal unit. If there are no enemy units within scanning range the following rule applies.

- The unit must make a full move towards the nearest enemy unit on the battlefield (it doesn't need LOS to it), taking the quickest and most direct rout. The move can be a normal move or a rush move and the unit will avoid impassable and hazardous terrain. If its move brings it within scanning range of an enemy unit it can complete its turn, carrying out any available orders, just as a normal unit would. If not then at the moves completion its turn is ended.

Strike First

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack.

Tactical Awareness

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a sergeant for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow squad members if the owning player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

Terrifying

Some models are so fearsome or vile that enemy troops quail before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units within this area must make a morale check. Troops which are terrifying are automatically assumed to be Fearless as well.

ARMY LISTS

Once you've decided which army you want to play, you can use the following lists to build a force. The rules for doing this are simple and the main points are as follows:

- Once you and your opponent have decided how many points you can each spend on your armies (see the section on Army Points Limits), you can buy as many units as you like as long as the total point value doesn't exceed the agreed points limit.

- For a squad to be legal, it must contain at least the minimum numbers of troop types listed in its profile, and no more than the maximum. This information will be listed in No. per Unit column of the profile.

- You cannot buy more individuals than you have squads in your army

- Some individuals can be added to squads. You must decide at the start of the game whether the individual is part of a squad or a separate unit. Once you add an individual to a squad it becomes part of that unit; it cannot leave the unit and is subject to all the effects that apply to that unit

Squads can also contain support models, which are issued with specialist equipment and training, and sergeants or leaders. The rules for purchasing these are as follows:

- Support models and sergeants and leaders DO count towards the maximum models limit for the squad, as do individuals added to the squad

- Support models are marked with an (s) in the cost column of their profile

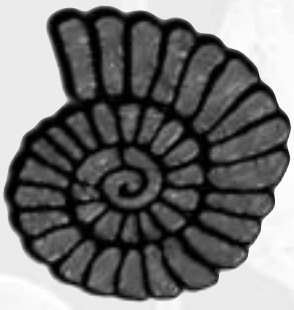
- Squads that can contain support models have buying criteria listed on them. For example 'You may include a maximum of 1 Support model for every 3 other models'. This means that of every four models one can be a support model, of every eight models two can be support models, and so forth.

Junkers

Syntha

V.A.S.A.

Viridians



Koralon

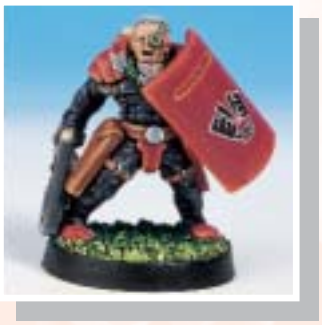
JUNKERS

Junkers have built a grim, authoritarian empire and the mortar that holds together their cities and colonies is irrevocably mingled with the blood of the proletariat. The military seat of government on Ironglass is ruthlessly expansionist and tends to focus its hostility on small independent colonies, invading them wherever it can get away with it- often in blatant defiance of VASA protocols and accords.

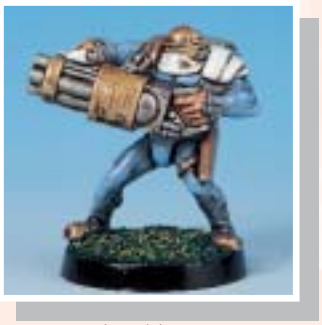
This totalitarian ideology is carried on to the battlefield where the Junkers use more penal legions than any other government. They have the largest combined land army of any of the Tripartite powers, due in part to overpopulation and the large percentage of Junker society that take a military career after Planetary Service, but mostly to the size of their penal legions. Service in a penal legion is the most common punishment for Junker criminals, or indeed anyone convicted of an offence in Junker territory, and the draconian legal system ensures that there is no shortage of recruits. Junker battlefield strategy is crude but effective and revolves around overwhelming an enemy with sheer force of numbers, usually with a screen of hapless convicts and suicide bombers spearheading the assault.

For all their seeming flaws in terms of discipline and troop quality, Junkers are accomplished fighters and natural survivors, and they boast some of the galaxy's better anti-armour close assault troops in the shape of Exo-Suits and Sandrunners. Junker squad support weapons also tend to be chosen for close-in fighting capabilities, and the overall onus of their army is on hand to hand fighting and short range firefights. The Junkers have also produced more than a few famous, or indeed infamous, military commanders who are destined to go down in the history books. The most likely candidates for this are the tyrannical Enforcer Gracchus, and the extraordinary Centurion Aurelian.

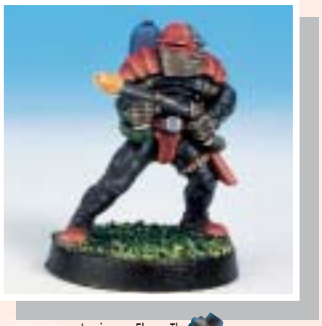
The Junkers have suffered more than most, perhaps with the exception of a few independent colonies, from Koralon incursions. This is because they are the Tripartite power most actively involved in expanding the boundaries of human space. Aside from the constant war of attrition with the aliens, Junkers are involved in literally hundreds of civil wars and invasions of minor independent colonies. Also due to the harsh administration their colonies tend to be more prone to revolution and defection. The overall result seems to be a constant seesawing of the Junker population as colonies alternately break away or are absorbed by the Ironglass government.



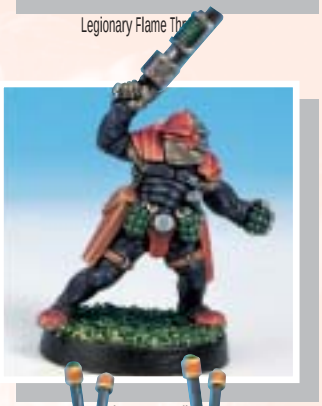
Legionary Sergeant



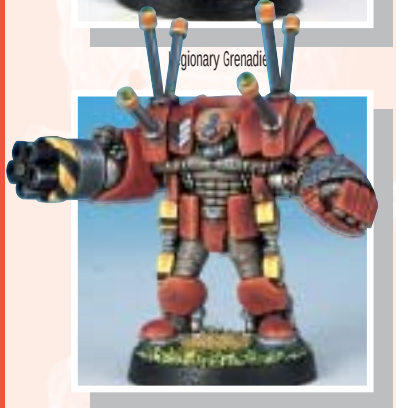
Legionary Chain Gunner



Legionary Flame Th



gionary Grenadie



Exo-Suit Sergeant

Convict Legionaries

Convict Legionaries are criminals forced to serve their time in penal legions, fighting the enemies of their State. In battle they are used pretty much as cannon fodder, scouting out dangerous terrain and charging in suicidal frontal assaults to soften up enemy positions. They have a miserable time of it on the whole, and low morale and poor training are real problems. Their neural spikes act as tracking devices for Enforcers, and feature a microcapacitor that can be used to summarily execute the convict if the need arises.

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	4	1	4	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Legionary	Autoshotgun Combat Blade Battleshield	4-12	16
Chain Gunner	Chain Gun Combat Blade	0-1	19(s)
Flame Thrower	Flame Thrower Autoshotgun Combat Blade	0-1	32(s)
Thermite Lancer	Thermite Spear Autoshotgun Combat Blade Battleshield	0-3	19(s)
Grenadier	Hand Grenades Autoshotgun Combat Blade	0-3	19(s)
Sergeant	Autoshotgun Combat Blade Battleshield	0-1	17

Special Rules
Sergeant: Tactical Awareness, High Morale (+1)

Exo-Suit

Exo-Suits are heavily armoured servo-frames, modified for military use. In battle these suits are piloted by skilled operators and make extremely effective close assault units. They are armed with a variety of devastating short range and close combat weapons and bristle with thermite spears to fend off larger opponents. The suits are developed from commercial lifters, and work by amplifying the motions of the wearer to give them superhuman strength.

AS	SH	ST	T	W	CD	SZ	MV
4	3	6	6	1	5	3	4

Structure: Squad
Unit Size: 2-8

Troop Type	Equipment	No. per Unit	Cost
Exo-Suit	Cestus Grape Gun Thermite Spear	0-8	34
Light Flame Thrower	Two Light Flame Throwers Thermite Spear	0-8	35
Sergeant	Cestus Grape Gun Thermite Spear	0-1	35

Special Rules
All: Heavy Armour 3, Multiple Attacks (x2)
Sergeant: Tactical Awareness, High Morale (+1)
Light Flame Thrower: Multiple Shots (x2)*
*The Light Flame Thrower can either fire two separate shots with his or her weapon, or can combine the streams for a single shot that is more powerful. If you use this option then use the profile of a normal Flame Thrower for the shot.
Exo-Suits cannot evade.

Legionaries

Exo-Suits

Suicide Bombers

Suicide Bombers are Convict Legionaries that have been scheduled for execution. They are fanatical psychopaths that rush up to enemy units and detonate a large rig of plastique that is worn like a harness- cheaper than smart missiles and just as effective. The use of such troops is controversial to say the least, and Junker Enforcers guarantee the prisoners' co-operation with a mixture of controlled combat drugs and crude brainwashing.

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	4	1	6	2	4

Structure: Squad
Unit Size: 2-8

Troop Type	Equipment	No. per Unit	Cost
Suicide Bomber	Explosives Pack Combat Blade	2-8	9

Special Rules
None

Sandrunners

Sandrunners are mounted Convict Legionaries that take their name from the mounts they ride in combat. Their primary combat role is to seek and destroy heavily armoured opponents with their devastating Thermite Lances. The convicts ride on bipedal carnosaurs from the fringes of the Red Erg; creatures that are renowned for their savagery and vile temperament.

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	5	1	4	4	6

Structure: Squad
Unit Size: 3-8

Troop Type	Equipment	No. per Unit	Cost
Sandrunner	Thermite Spear Combat Blade	3-8	33
Sergeant	Thermite Spear Combat Blade	0-1	36

Special Rules
All: Fast, Rough Terrain Specialist (desert)
Sergeant: Tactical Awareness, High Morale (+1)

In close combat the beast also gets an attack of its own, resolved separately, to hit 0, Dam 5(x2).
Sandrunners cannot evade.

Enforcer

Enforcers are military wardens for the penal legions. In combat they operate either alongside Convict Legionaries or somewhere nearby, ably defending themselves at close ranges with their blasters. They exert discipline over the Convicts with the threat of a neural spike execution, and as such are despised and obeyed in equal measure.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Individual
You may add an Enforcer to a Unit of Convict Legionaries by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Enforcer	Blaster	1	18

Special Rules
Instead of shooting, an Enforcer can automatically rally any panicked unit of Convict Legionaries or Sandrunners within 6 inches and LOS by executing one of them. Remove one model from the chosen unit and the next time that Unit is activated it will no longer be panicked.

Mounted Enforcer

Mounted Enforcers enter battle astride the same species of beast ridden by Sandrunners. Their primary role is to shadow Sandrunner units, either as part of the squad or somewhere nearby, ensuring that they behave themselves. Like their counterparts on foot they carry powerful blasters, and they have the added manoeuvrability and close combat might of their mount.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	4	6

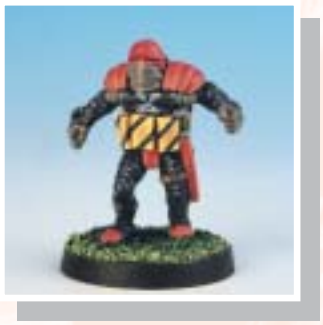
Structure: Individual
You may add a Mounted Enforcer to a Unit of Sandrunners by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Mounted Enforcer	Blaster	1	35

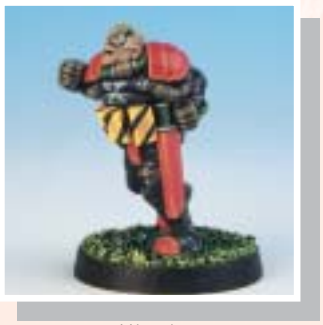
Special Rules
Fast, Rough Terrain Specialist (desert)

Instead of shooting, a Mounted Enforcer can automatically rally any panicked unit of Convict Legionaries or Sandrunners within 6 inches and LOS by executing one of them. Remove one model from the chosen unit and the next time that Unit is activated it will no longer be panicked.
In close combat the beast also gets an attack of its own, resolved separately, to hit 0, Dam 5(x2).
Mounted Enforcers cannot evade.

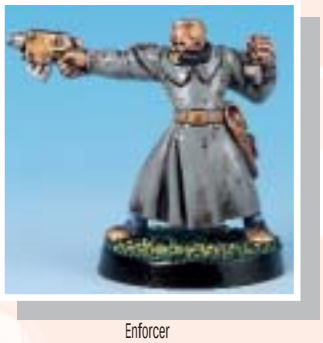
Sandrunners



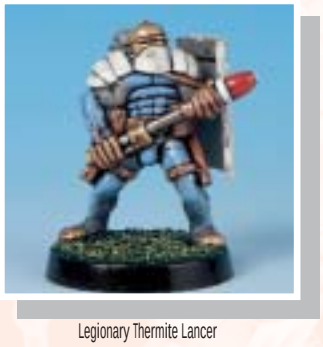
Suicide Bomber



Suicide Bomber



Enforcer



Legionary Thermite Lancer

Gracchus & Rex

Mounted Enforcer

Gracchus & Rex

Tribune Gracchus is a widely known and universally hated character. So many people within his own organisation have vowed to kill him that he no longer worries about who might be planning to assassinate him, when clearly everybody is a likely candidate. He has a cruel streak a mile wide and has an almost supernatural ability, way beyond the vigilance of lesser Enforcers, to spot units not behaving in an efficient manner. Gracchus's only friend and confidante is a huge evil-tempered Sandrunner called Rex, and in close range fights the pair are truly formidable. Gracchus currently serves with the 9th Ironglass Penal Legion and is a member of the elite military society, the Saurian Order.

AS	SH	ST	T	W	CD	SZ	MV
5	4	4	5	2	6	4	6

Structure: Individual.
An army cannot contain more than one Gracchus & Rex
You may add Gracchus & Rex to a Unit of Sandrunners by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Gracchus	2 Blasters	1	69

Special Rules
Multiple Attacks (x2), Multiple Shots (x2), Fast, Rough Terrain Specialist (desert), Shock Trooper, Tactical Awareness

Instead of shooting, Gracchus can automatically rally any panicked unit of Convict Legionaries or Sandrunners anywhere on the table by executing one of them. Remove one model from the chosen unit and the next time that Unit is activated it will no longer be panicked.
In close combat Rex also gets an attack of its own, resolved separately, to hit 0, Dam 6(x2).
Gracchus and Rex cannot evade.

Aurelian

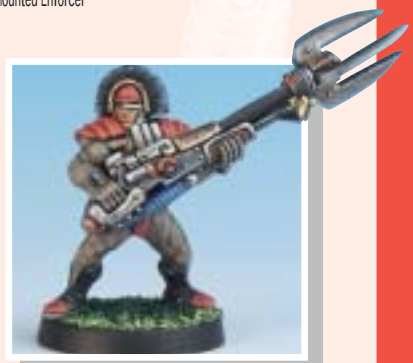
Centurion Lucius Aurelian is a well-respected figure both on and off the battlefield. A three times decorated military hero, his ability to consistently win battles without squandering lives have won him plaudits from the Senate and the soldiery alike. Aurelian's compassionate treatment of the soldiers in his command is certainly contrary to popular Junker wisdom, but the fact remains his presence does wonders for troop morale. In battle he currently leads the famous Red Serpents Cohort, and carries a unique weapon constructed by Junker technicians from salvaged materials.

AS	SH	ST	T	W	CD	SZ	MV
5	4	4	5	2	6	2	4

Structure: Individual.
An army cannot contain more than one Aurelian
You may add Aurelian to a Unit of Convict Legionaries by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Aurelian	Trident	1	47

Special Rules
Inspiring, Fearless, High Morale (+2), Tactical Awareness



Aurelian

Additional Forces

Junker armies may also take Marines, Marine Chain Gun Teams, Marine Mortar Teams from the Viridian Army List, and Assault Androsynths from the Syntha Army List. All such troops in Junker Armies are Junker equivalents of these troop types- they are NOT allies, they belong to the Junkers.

Legionaries

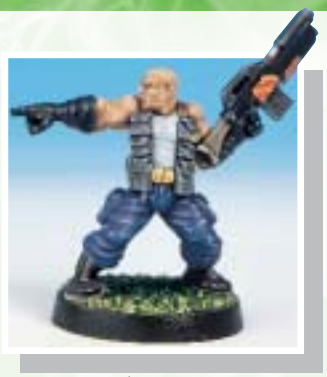
VIRIDIANS

Viridian society is the apotheosis of capitalism, where a person's political influence is measured in how many shares they hold in the State. Trading power is the bedrock of Viridia and its colonies, and they are prepared to go to any lengths to protect their interests in this respect. Having to contend with the downright piracy of the Junkers and the technological superiority of the Syntha, the Viridian Assembly back up their political and media manipulation of VASA with a formidable military machine.

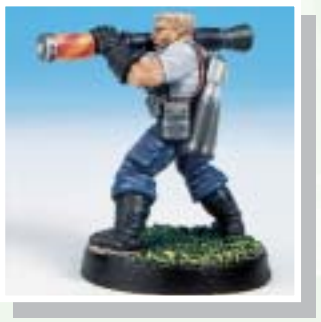
Long range surgical warfare is the key feature of Viridian combat and the emphasis is on destroying industrial resources to disrupt the military-industrial complex of an enemy power, rather than causing human casualties- at least that's their story and the media sticks by it. Military service is for the most part voluntary and indeed a desirable career choice, though there are number of convict legions in use. Viridians who sign up for military service get big tax breaks and receive very generous share options that are well above the civilian equivalents for similar jobs, thus increasing their voting power and earnings way beyond their social class. The Viridians boast the largest star fleet of the Tripartite powers, but their land army is certainly not to be underestimated.

The bulk of Viridian infantry is its Marine units. These serve as the standard all over the galaxy with every army having their own equivalent of the all round soldier. The deployment and use of Marine units has stayed more or less unchanged since pre-space travel times, and although the technology changes, their role remains the same. Namely to efficiently engage enemy forces in any given scenario. Of course there are specialist and elite units arising from this general-purpose approach, such as the veteran Assault and Shock Marines, that are used for long range and close assault missions respectively. There are also the nimble Scouts, able to quickly get to where extra firepower is needed on the battlefield or to intercept flankers. On the whole Viridian Forces have good all-round abilities, with a bias in favour of defensive tactics. Viridians love their war heroes and several have achieved celebrity status including violent, gung-ho Shock Trooper Major Trask, and alien hating Scout Captain Helghast.

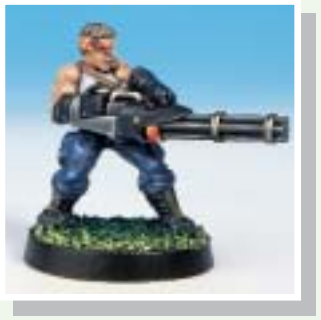
Viridians have a few concerns on the rim, which have brought them into conflict with the Koralon, but on the whole they tend to cover up most of their military activity except where media attention suits their political agenda. They run hundreds of covert operations on independent colonies, and it's a fair bet that where civil war rages in the colonies of other powers Viridia will be in the thick of it, supporting rebels and guerrillas with arms and troops.



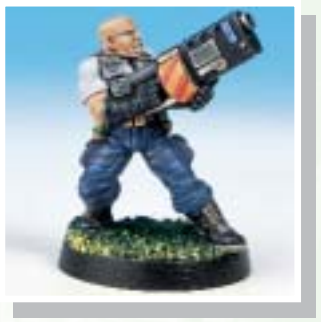
Marine Sergeant



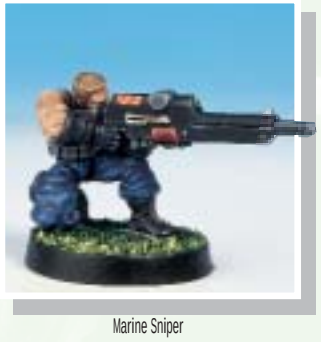
Marine Rocket Launcher



Marine Chain Gunner



Marine Grenade Launcher



Marine Sniper

Marines

Marine Legions are the standard infantries of human colonies throughout the galaxy. They are equipped for a variety of battlefield situations, though they tend to shine when involved in firefights within the short to medium range margin. Most are professional soldiers, though a number of colonies operate national service or conscription schemes.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Marine	Gauss Rifle	4-12	17
Chain Gunner	Chain Gun	0-1	21(s)
Rocket Launcher	Rocket Launcher Autopistol	0-2	40(s)
Grenade Launcher	Grenade Launcher Autopistol	0-2	31(s)
Sniper	Sniper Rifle	0-1	29(s)
Sergeant	Gauss Rifle	0-1	19

Special Rules
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sniper: Sniper, Marksman
Sergeant: Tactical Awareness, High Morale (+1)

Marine Mortar Team

Marine Mortar Teams consist of three crewmembers operating a mortar. One aims the weapon, another loads the shells into it and the third acts as spotter. These weapons support tactical and close assault squads by launching forward barrages to soften up the enemy before the friendly troops strike. The crews are highly trained heavy weapons specialists drawn from the ranks of the Marines.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 1

Troop Type	Equipment	No. per Unit	Cost
Mortar Crew	Mortar Autopistols	3	59

Special Rules
Tactical Awareness, Mounted Weapon Team

Marine Chain Gun Team

Marine Chain Gun Teams consist of three crewmembers operating a mounted chain gun. One fires the weapon, another changes the magazine (or feeds the belt on certain models) and a third acts as spotter. These weapons provide devastating long range support and are an excellent choice for defensive situations. The crews are highly trained heavy weapons specialists drawn from the ranks of the Marines.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 1

Troop Type	Equipment	No. per Unit	Cost
Chain Gun Crew	Mounted Chain Gun, Autopistols	3	51

Special Rules
Tactical Awareness, Mounted Weapon Team

Assault Marines

Assault Marines are veteran Marines. Like ordinary Marines they are equipped and trained for a variety of combat roles, but their superior talents make them an investment worth protecting, so they wear heavier, servo-assisted armour. Assault Marines are career soldiers boasting a wealth of combat experience gained in a variety of war theatres.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Assault Marine	Gauss Rifle	4-10	20
Chain Gunner	Chain Gun	0-2	23(s)
Rocket Launcher	Rocket Launcher Autopistol	0-2	42(s)
Grenade Launcher	Grenade Launcher Autopistol	0-2	34(s)
Flame Thrower	Flame Thrower Autopistol	0-2	36(s)
Sergeant	Gauss Rifle	0-1	21

Special Rules
All: High Morale (+1)
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sergeant: Tactical Awareness, High Morale (+2)

Assault Marine Gauss Cannon Team

Marine Chain Gun & Mortar Teams

Gauss Cannon Teams consist of three Assault Marine crewmembers operating a Gauss Cannon. One aims the weapon, another looks after the ammunition and the third acts as spotter. These weapons are devastating at any range, and their superior penetrative power often means that they are used in an anti-armour role. The crews are highly trained heavy weapons specialists drawn from the ranks of the Assault Marines.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 1

Troop Type	Equipment	No. per Unit	Cost
Gauss Cannon Crew	Mounted Gauss Cannon, Autopistol	3	62

Special Rules
High Morale (+1), Tactical Awareness, Mounted Weapon Team

Interdict Marines

Interdict Marines are veteran all-rounders. They are equipped with powered armour, negatron shields and potent gauss carbines, making them effective assault troopers that are also very capable of defending themselves at range. In keeping with Viridian logistical excellence these valuable troops are often dropped by para-wings or pods into areas where they're most needed.

AS	SH	ST	T	W	CD	SZ	MV
4	5	5	5	1	5	2	4

Structure: Squad
Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Interdict Marine	Gauss Carbine, Negatron Shield, Autopistol	4-10	21
Sergeant	Gauss Carbine, Negatron Shield, Autopistol	0-1	23

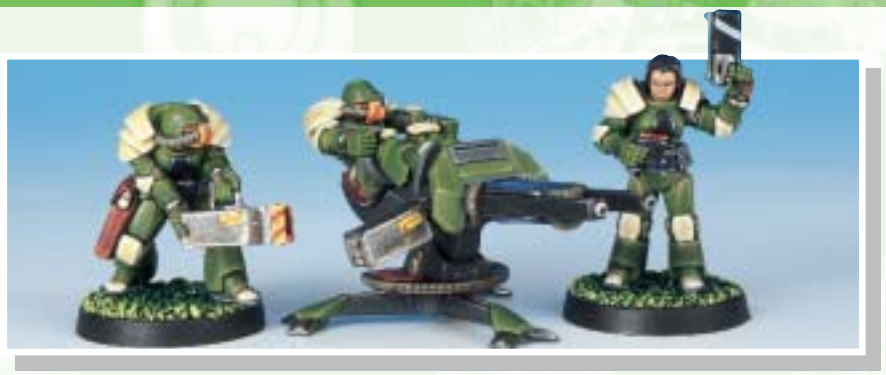
Special Rules
All: High Morale (+1)
Sergeant: Tactical Awareness, High Morale (+2)
You can buy the Drop Trooper special rule for units of Interdict Marines. It costs 20 points per model and must be bought for all models in the unit.

Shock Marines

Shock Marines are the close combat elite of the Assault Marines. Equipped differently to their more tactical counterparts, Shock Marines are tooled up with a selection of lethal high tech equipment geared for close-in fighting. Shock Marines come with the additional protection of Negatron Shields to ensure they make it to effective fighting range with minimal casualties. Shock Marines are a rough bunch on the whole, and tend to be blessed with explosively short tempers.

AS	SH	ST	T	W	CD	SZ	MV
5	4	5	5	1	5	2	4

Shock Marines



Marine Chain Gun & Mortar Teams

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Shock Marine Support model for every 2 other models.

Troop Type	Equipment	No. per Unit	Cost
Shock Marine	Vibro Scythe, Negatron Shield	2-10	19
Shock Marine	Grape Gun, Negatron Shield	0-3	28(s)
Sergeant	Vibro Scythe, Negatron Shield	0-1	21

Special Rules
All: High Morale (+1), Shock Trooper
Sergeant: Tactical Awareness, High Morale (+2)

Scouts

Scouts are mounted Marines. Their primary strategic role is to harass enemy flanks and stragglers, picking them off with their Gauss Rifles and remaining out of danger as much as possible. They ride on large herbivorous reptiles from the forest fringes of Viridia, which are incredibly fast and light for their size.

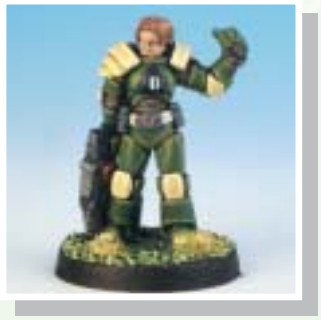
AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	1	5	4	7

Structure: Squad
Unit Size: 3-8

Troop Type	Equipment	No. per Unit	Cost
Scout	Gauss Rifle, Autopistol	3-8	45
Sergeant	Gauss Rifle, 2 Autopistols	0-1	48

Special Rules
All: Fast, Rough Terrain Specialist (jungle)
Sergeant: Tactical Awareness, High Morale (+1)

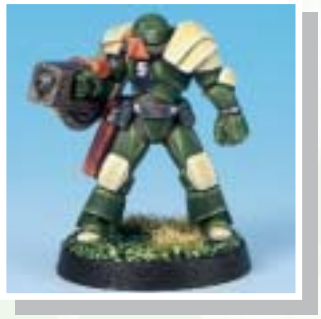
In close combat the beast also gets an attack of its own, resolved separately, to hit 0, Dam 5(x2).
Scouts cannot evade.



Assault Marine Sergeant

Assault Marine Chain Gunner

Assault Marine Grenade Launcher



Assault Marine Flame Thrower

Assault Marines

Captain Maximillian Helghast

Major Icharus Trask

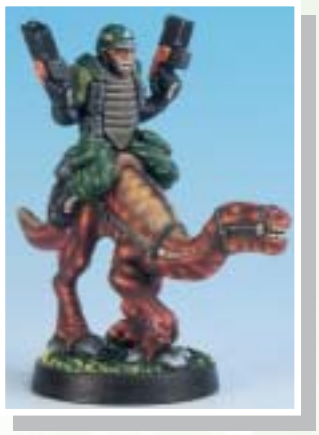
Icharus Trask is widely known Shock Marine officer. He began his career ordinarily enough in the Viridian Marine Corps, but after a shaky start involving several disciplinary hearings for violent conduct whilst off duty, he was given a last chance in the Shock Marines. His HQ Commanders believed that the hard life of a Shock Marine would provide a useful channel for Trask's aggression, and he vindicated that trust beyond their wildest dreams. Trask became a master of the Vibro-Scythe, and developed a fighting technique around wearing two rigs. In battle he wears a specially modified power suit, which has the negatron field generator actually in the suit to allow him the use of both Vibro-Scythes. He is a dangerous and respected close assault trooper, and currently operates with the Viridian Lions IV Off-World Regiment.

AS	SH	ST	T	W	CD	SZ	MV
6	4	5	6	2	6	2	4

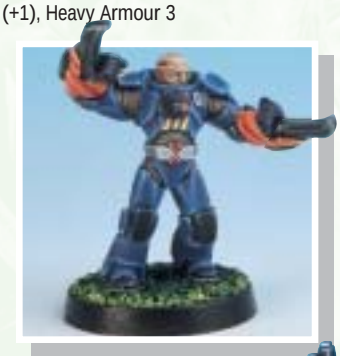
Structure: Individual.
An army cannot contain more than one Major Trask
You may add Major Trask to a Unit of Shock Marines by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Major Trask	2 Vibro Scythes	1	44

Special Rules
Multiple Attacks (x2), Strike First, Shock Trooper, High Morale (+1), Heavy Armour 3



Scout Sergeant



Major Icharus Trask

Captain Maximillian Helghast

Maximillian Helghast is an officer in the Scouts. He was born to into an illustrious military dynasty on the Viridian Rimworld of Rhinegeld. Rhinegeld was a world of icy rivers and mineral rich forested uplands before the Koralon came. At the time Helghast was attending an off world officer training academy and so was spared from the carnage, but his beautiful ancestral lands were reduced to rubble and his people slain. Since then Helghast has harboured a genocidal grudge against the Koralon, and tends to forget all of his professional detachment when he fights them. Helghast currently serves in the VII Borellian Pathfinders.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	2	6	4	7

Structure: Individual.
An army cannot contain more than one Captain Helghast
You may add Captain Helghast to a Unit of Scouts by using the same buying criteria as Sergeants

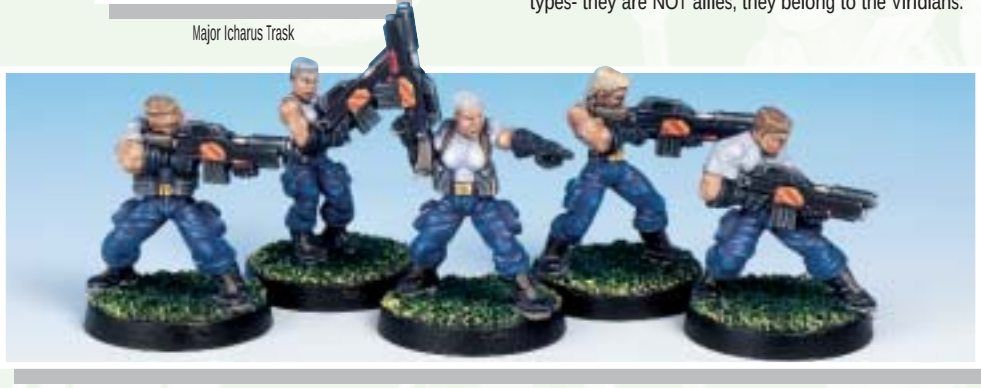
Troop Type	Equipment	No. per Unit	Cost
Captain Helghast	2 Blasters	1	76

Special Rules
Rough Terrain Specialist (jungle), Fast, Tactical Awareness, Multiple Shots (x2), High Morale (+1), Fearless
In close combat the beast also gets an attack of its own, resolved separately, to hit 0, Dam 5(x2).
Captain Helghast hates Koralon and goes into a berserk fury when he fights them. He gains Multiple Attacks (x2) and an extra (x1) Multiple Shot, but suffers a –1 penalty to hit for both shooting and close combat.
Captain Helghast cannot evade.

Additional Troops

Viridian armies may also take Convict Legionaries and Enforcers from the Junker Army List, and Assault Androsynths from the Syntha Army List. All such troops in Viridian Armies are Viridian equivalents of these troop types- they are NOT allies, they belong to the Viridians.

Scout



Marines

KORALON

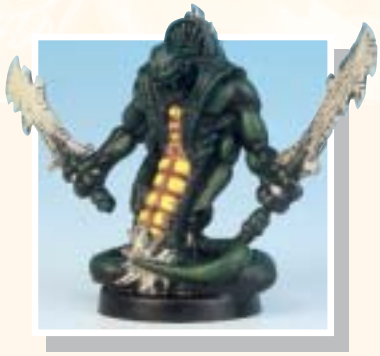
The Koralon have what appears to be a rigidly stratified society based on their mastery of coraline biotechnology. In this respect they share many similarities with the Syntha, but to compare even the technocrats of Prime with the aliens is probably one step beyond. Their society is much more hierarchical than any comparable human form of government, and there are certain comparisons that could be made with social insects or perhaps more appropriately marine organisms like corals and polyps that form collective colonies. It would be a mistake though to assume that they exhibit hive behaviour, or that Koralon aren't possessed of individuality- it's just that some Koralon seem to be more individual than others. This behaviour is carried on to the battlefield, where Koralon respond to the commands of their leaders with the sort of unquestioning efficiency that human military commanders can only dream about.

Koralon excel at close combat, and despite their awkward looking frames they can move faster than any human on foot. The concept of ranged combat, which comes so naturally to humans, would appear to be a new one to the Koralon. Perhaps this is because projectile weapons would be of limited use on their marine homeworld, resulting in a technological gap in this respect. However, they have embraced the idea since their first encounters with humans. Koralon themselves continue to exhibit little or no skill with ranged weapons, but the hideous hybrids they create from human prisoners of war carry coraline analogues of human firearms, in addition to the more usual close combat coraline growths.

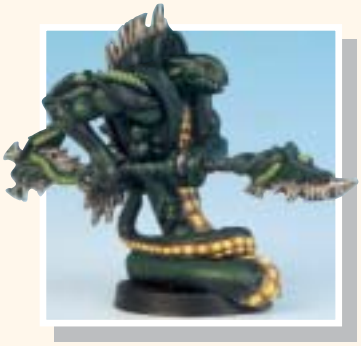
They do use weird and highly advanced gravitic technologies on the battlefield though, which can be channelled through neutronium-coraline weapons to generate lethal short-range gravity ripples. The undoubted masters of such techniques are the creatures known as Phazon, who can not only use their specially modified staffs to kill, but also to defend against incoming fire and to create localised spatial rifts that allow troops to quite literally teleport. As for what makes a famous Koralon, who can say? So humans judge them by their own criteria.

There is one particularly infamous Koralon that has celebrity status because it was once a human military hero, and since capture has metamorphosed into a hideous Arakton hybrid.

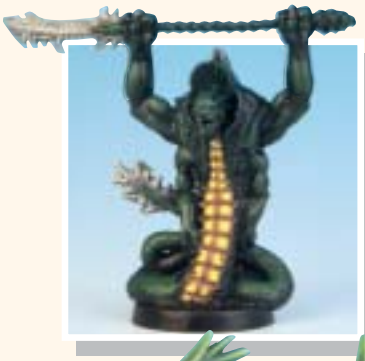
Although it is known that rival Koralon colonies occasionally fight amongst one another, this seems to be a lot less prevalent than human on human aggression. For the most part they seem determined and united in their campaign to drive humanity to extinction.



Larvan



Larvan



Assault Arakt

Assault Arakton

Brood

Brood are the most basic and numerous of the pure Koralon castes. In battle they are directed to swarm enemies in close combat, hacking them to bits with their incredibly hard, sharp coraline weapons. Even though they represent the lowest strain of pure Koralon thus far encountered, they are terrible foes in hand to hand fighting. Brood have low status and are immature creatures that seem to be bred for menial tasks in Koralon society.

AS	SH	ST	T	W	CD	SZ	MV
5	2	5	5	1	6	2	5

Structure: Squad
Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Brood	Coraline Blade Coraline Shield	0-10	24
Brood	Heavy Coraline Blade	0-10	27

Special Rules
All: Shock Trooper, Fast

Larvan

Larvans are bred for war and represent a more advanced Koralon form than Brood. They fulfil a similar close combat role on the whole, but with their heavier armour and seemingly more highly developed nervous systems they pose a greater threat in battle. Larvans are rarer than Brood and appear to be socially as well as physically superior.

AS	SH	ST	T	W	CD	SZ	MV
6	2	5	6	2	6	3	5

Structure: Squad
Unit Size: 3-9
You may include a maximum of 1 Resonator Support model for every 2 other models.

Troop Type	Equipment	No. per Unit	Cost
Larvan	2 Coraline Blades	0-9	36
Larvan	Coraline Warstaff	0-9	36
Resonator	Neutron Staff	0-3	67(s)

Special Rules
All: Shock Trooper, Fast, High Morale (+1)

Assault Araktons

Arakton is the name that has been coined to describe a human-Koralon hybrid. Assault Araktons are hideous creatures that look like some sort of centaur like scorpion man. They are covered in coraline plates and outgrowths, with their lower bodies radically altered to accommodate additional arthropoidal limbs. In battle they scurry rapidly across the battlefield to attack enemies with their coraline claws and darts. Araktons start life as prisoners, taken by the Koralon from conquered human colonies and genetically altered.

AS	SH	ST	T	W	CD	SZ	MV
4	3	5	5	1	4	2	6

Structure: Squad
Unit Size: 4-12

Troop Type	Equipment	No. per Unit	Cost
Arakton	2 Coraline Blades Coraline Darts	4-12	23
Leader	2 Coraline Blades Coraline Darts	0-1	24

Special Rules
Leader: High Morale (+1)

Tactical Araktons

Tactical Araktons have been less radically altered than Assault Araktons and retain a basic humanoid form, even though they are covered in coraline growths. For all this they are no less harrowing or hideous a sight, for it isn't the physical changes that make Araktons so disturbing, it is the tortured ghost of humanity that can still be seen in their distorted faces. Tactical Araktons grow a variety of strange coraline weapons that seem to be based on human firearms; the most common of which is the splinter rifle. This enables them to operate at range and fulfil a more versatile combat role than Assault Araktons.

AS	SH	ST	T	W	CD	SZ	MV
4	4	5	5	1	4	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support models for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Arakton	Splinter Rifle	4-12	17
Shard Bomb Launcher	Shard Bomb Launcher	0-1	31(s)
Spine Blaster	Spine Blaster	0-1	27(s)
Leader	Splinter Rifle	0-1	19

Special Rules
Shard Bomb Launcher: Tactical Awareness
Leader: High Morale (+1), Tactical Awareness

Tactical Araktons

Broodmaster

Broodmasters are the most advanced variant of the basic warrior design yet seen by mankind. A truly terrifying close assault monster it boasts massive, palmate wings in addition to its multiple arms. Although it is too bulky to actually fly, it can take great leaps over the battlefield, avoiding rough terrain and low obstacles. As well as their formidable array of coraline weaponry Broodmasters can project a tightly focused sonic blast from a modified throat pouch, capable of knocking over a fully armoured man. Broodmasters have a high status role on the battlefield, acting as commanders.

AS	SH	ST	T	W	CD	SZ	MV
7	3	6	6	3	7	5	7

Structure: Individual
You may add a Broodmaster to a Unit of Brood or Larvans.

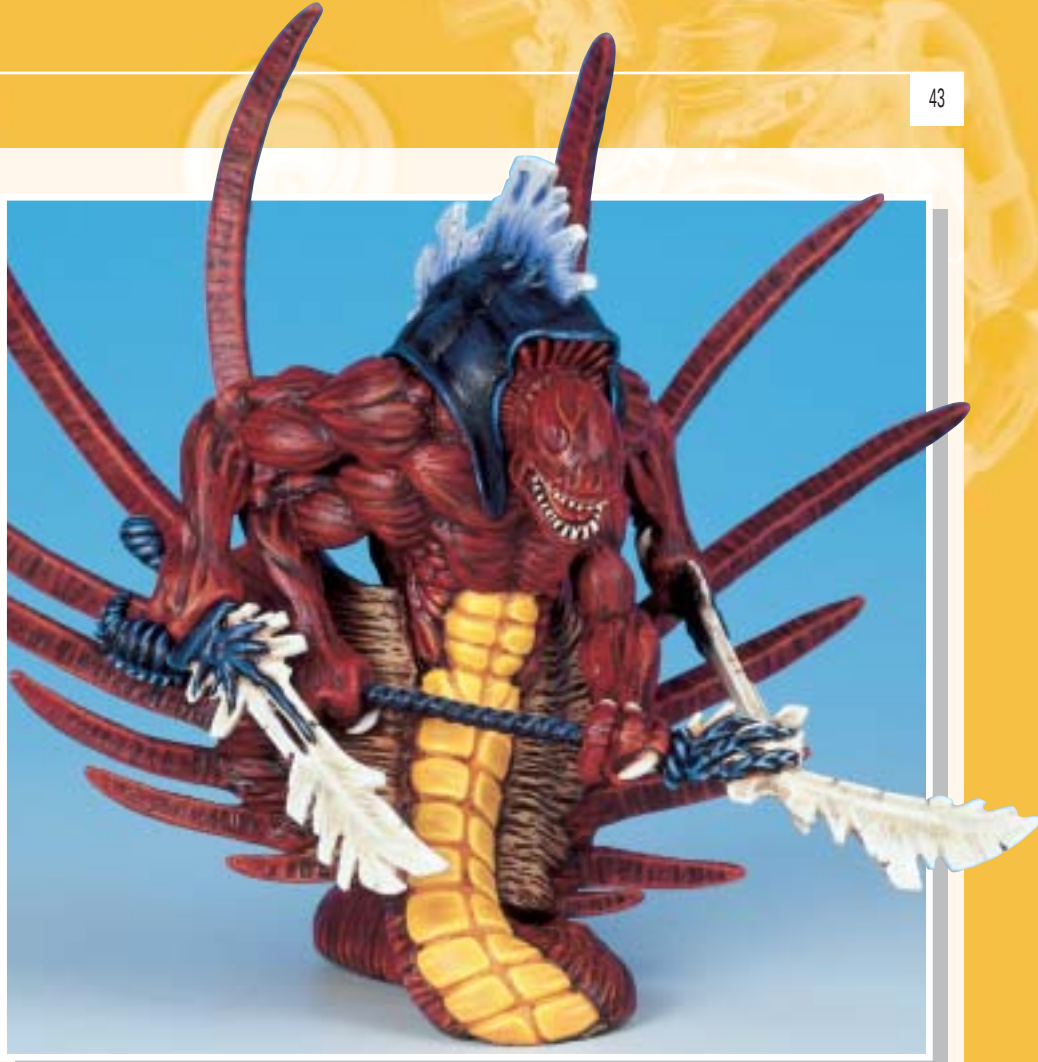
Troop Type	Equipment	No. per Unit	Cost
Broodmaster	2 Coraline Blades		
	Neutron Staff	1	106

Special Rules
Multiple Attacks (x3), Terrifying, Lethal Strike (x2), Shock Trooper, Heavy Armour 3, High Morale (+2), Inspiring
Broodmasters cannot evade.

Broodmasters suffer no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height.
During the shooting phase, instead of using the Neutron Staff, the Broodmaster can 'Sonic Attack' an enemy unit. The following rules apply:

- Targets above size 2 cannot be affected by this power
- The sonic attack uses the large teardrop shaped template, and is treated in all respects as a directly placed template attack
- All models of size 2 or less hit by the template take a Dam 5 hit. Successful damage rolls don't cause wounds, they bowl the victim over. Heavy Armour cannot prevent this attack.
- If any models in a unit are knocked over, that unit loses its hold orders. In addition, if that unit has not yet been activated, it wastes this turn standing up and so may not be activated until the next turn

Phazon



Broodmaster

Phazon

Phazons are highly specialised Larvans, bred with much larger bioelectric organs than their counterparts. As well as acting as pilots in the Reef Fleet, their mastery of gravitics is used on the battlefield to operate the weird and versatile Phasing Staffs. Made from a similar neutronium-coraline compound to the Neutron Staffs carried by Broodmasters and Larvan Warriors, Phasing Staffs can be manipulated by Phazons to produce a range of useful or destructive gravity warping effects. Phazons are independent, seemingly well respected creatures within the Koralon caste system.

AS	SH	ST	T	W	CD	SZ	MV
5	2	5	6	2	6	3	5

Structure: Individual
You may add a Phazon to a Unit of Brood or Larvans.

Troop Type	Equipment	No. per Unit	Cost
Phazon	Phasing Staff	1	69

Special Rules
Fearless

When you buy a Phazon for your army, you should choose two powers from the following list and note them on your army roster. Different Phazons in the same army can have different powers. During the shooting phase of its turn, a Phazon can use one of the chosen powers.

- Obliterate. The Phazon directs an oscillating gravity ripple at its enemies. Treat this as an attack from a directly placed template weapon, using the large teardrop shaped template. Any models touched by the template suffer a dam 5 hit with penetration equal to their SZ stat. So for example attacking a unit of Marines (SZ 2), all models hit take 5 (x2) dam; or a unit of Scouts (SZ 3), all models hit take 5 (x3) dam. The damage done by this attack counts as armour piercing 5
- Teleport. The Phazon can move a friendly unit that is within 6 inches and LOS to any point within 24 inches and LOS. To do so it must first pass a CD test modified by every 2 points, or part thereof, of SZ above 2 that the total number of models has. For example a unit of 4 Araktons has a combined size of 8, so the test would be modified by 3 (i.e. 3 increments above 2). The modifier is subtracted from the Phazon's dice roll. This power can only be used on friendly units and may not be used to move them into base to base contact with enemy troops
- Portal. The Phazon plants its staff in the ground and makes a CD check. If it passes, a stable wormhole opens up to anywhere within its LOS- put down a counter to show where it comes out. The Phazon can't do anything else while it maintains the gate, but while it's open friendly models can move up to the Phazon and complete their move from where the counter is. The gate is one-way. If the Phazon is attacked in close combat or suffers a wound for any reason the gate collapses and the counter is removed. Note: Only units carrying out move orders may pass through a portal. It is not possible to assault through a portal.
- Power Shell. The Phazon creates a dense bubble of gravity around a friendly unit that is within 12 inches and LOS to protect it from enemy fire. Place a counter next to the model to indicate this, the shell lasts until he Phazon's next activation. The affected model(s) cannot move or shoot, but count as having Heavy Armour 3 (if models already have Heavy Armour add the two values together to give the modifier). Enemy models can't engage them in close combat and the power cannot be used on models already in base to base contact with an enemy

Hydra

Hydra

Hydras are enormous, chimerical Koralon consisting of three torsos emerging from a single, massive lower body. How they are created is a mystery, though there are two plausible theories. The first states that the two extra torsos are grafted on by Koralon technicians, the second that the upper part of the growing embryo is split three ways then fed massive doses of growth hormones. In battle they lumber about, smashing smaller foes aside with their coraline weapons or crushing them beneath their huge bulk. In terms of their status in Koralon society, observers believe them to be servant creatures despite their obvious physical attributes.

AS	SH	ST	T	W	CD	SZ	MV
5	1	7	8	5	6	6	5

Structure: Individual

Troop Type	Equipment	No. per Unit	Cost
Hydra	2 Coraline Blades 2 Warstaffs	1	92

Special Rules

Multiple Attacks (x4) in its front arc, (x2) in its flank arcs, and no Multiple Attacks to the rear, Terrifying, Lethal Strike (x3), Heavy Armour 5

The model can make 1 turn for every 2 inches moved

Hydras cannot evade

Damage Table

1d10	Result
1-5	No Additional Damage
6	Mucosa Ruptured: The creature cannot produce enough mucous to move properly. Each time the Hydra is activated roll 1d10. If the result is 1-5 then the Hydra cannot move this turn. A second hit in this location kills the Hydra.
7	Bioelectric Organ Damaged: Every time the Hydra wishes to turn roll 1d10. If the result is 1-5 the Hydra cannot turn, but still counts as having done so for purposes of distance moved so far. A second hit in this location permanently immobilises the Hydra.
8-9	Limb Severed: The Hydra loses one Multiple Attacks
10	Vitals Damaged: The Hydra suffers an additional wound

Grendel

Grendel is a Tactical Arakton in the advanced stages of coraline assimilation. He was once known as Commander Marcus Constantinus, a VASA star fleet officer born on Ironglass. Constantinus was a popular officer and featured in galaxy wide recruitment advertisements, before a Reef Ship shot down his cruiser in the low orbit around the radioactive rimworld of Specralis Minor. VASA have tried to hush this disaster up and are determined to assassinate this particular Arakton, but when troops battling Koralon come face to face with the monster known as Grendel, they know the terrible truth. And if this can happen to one of their icons, then what hope is there for the rest of humanity.

AS	SH	ST	T	W	CD	SZ	MV
6	4	5	5	2	6	2	4

Structure: Individual.

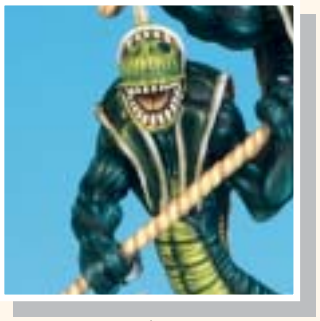
An army cannot contain more than one Grendel

You may add Grendel to a Unit of Tactical Araktons by using the same buying criteria as Leaders

Troop Type	Equipment	No. per Unit	Cost
Grendel	Coraline Blade Spine Blaster	1	41

Special Rules

Multiple Attacks (x2), Terrifying, High Morale (+1)



Hydra

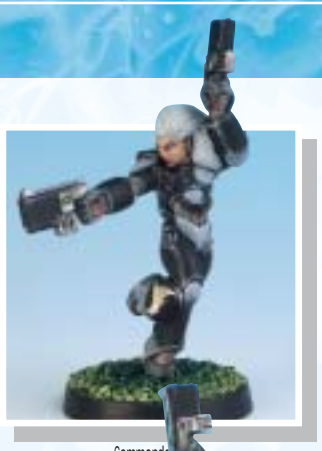
Grendel

V.A.S.A.

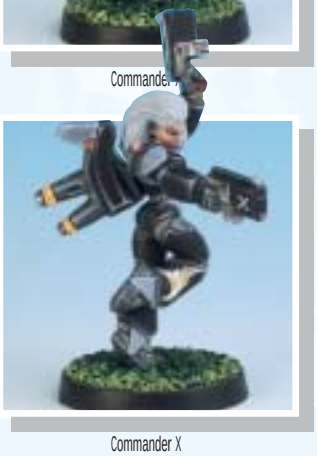
VASA isn't strictly a government or State in its own right, but it does behave like one in many ways. Its primary function is to act as an intermediary or debating forum for the federation consisting of the Tripartite Confederacy and associated powers. In theory VASA is impartial and has powers of military intervention in the name of peacekeeping. In reality, and in common with the governments it administers, it is wide open to corruption, insider dealings and generally having its strings pulled. It is very easy for a powerful government, for example one of the Gate worlds, to persuade VASA to look the other way while it pursues a military goal. VASA is so married to the status quo that it can even be influenced to act on behalf of powerful States against weaker ones that have something they want. Of course VASA's other key role is the policing of the grav wells and the collection of excise duty on all interplanetary trade. This makes them far and away the richest institution anywhere in human space, and it also makes them really hate smugglers against whom no tactics are considered too extreme.

Because VASA levies the vast majority of its troops from governments signed up to its treaties it boasts the largest army and fleet in human space. Therefore VASA's army is largely composed of standard troop types, vehicles and AIs, making it a good all round army when it takes to the field. Usually peacekeeping and containment are VASA's priorities, so rioting civilians, guerrillas and terrorists tend to define their tactics as mainly urban pacification. However, it is not unusual for VASA to have to confront organised armies in situations where rebellions are well organised (i.e. they have Tripartite backing). VASA do have some of their own troops of course, and these represent some of the best trained and equipped to be found in anybody's army. Most infamous of these, a name that strikes dread into the heart of any would-be challenger, is the Black Legion. Equipped with state of the art ion weapons and graviton jump packs, these are elite shock troops that are as hard as they come. And prominent within the Black Legion is the mysterious Commander X, a relentless and controversial military leader renowned for giving no quarter.

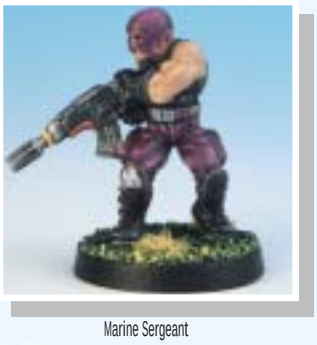
Currently VASA stands as the main force between Koralons and the rest of humanity, though a string of defeats have forced them to consolidate their defences, leaving the Rim unguarded. They are also active in the perennial struggle with organised pirates and smugglers, which is a campaign as bloody as any interplanetary feud. They also maintain a strong presence at trouble spots throughout the galaxy in a peacekeeping role.



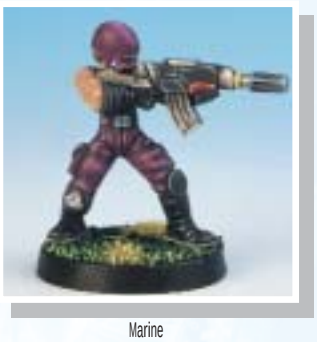
Commander X



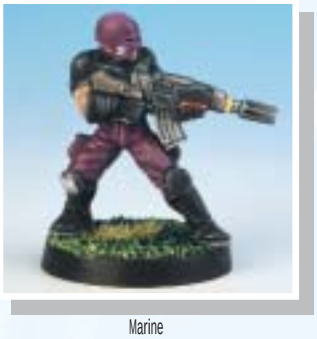
Commander X



Marine Sergeant



Marine



Marine

Black Legion

The Black Legion are VASA's elite shock troopers. They are equipped with the absolute best that money can buy, ordnance usually only to be found in the private security forces of the richest megacorporations. In combat they wear graviton pulse packs that allow them to make superhuman leaps, covering massive distances with a single bound. Once in close their highly effective and insanely expensive ion weaponry can be brought into play. The recruitment policy of the Black Legion is shrouded in secrecy, and no one can prove who any given Black Legionary actually is. Though there is a theory suggesting that many soldiers listed MIA are actually now Black Legionaries.

AS	SH	ST	T	W	CD	SZ	MV
5	5	4	5	1	5	2	4

Structure: Squad
Unit Size: 4-10

Troop Type	Equipment	No. per Unit	Cost
Black Legionary	Ion Lance	4-10	45
Sergeant	Ion Lance	0-1	48

Special Rules
All: High Morale (+1), Fearless, Shock Trooper
Sergeant: High Morale (+2), Tactical Awareness

Black Legionaries may opt to use their graviton pulse packs to make a grav pulse leap whenever they wish to move or assault. This replaces their normal movement. The following general rules apply to pulse pack operation:

- Units carrying out assault orders may use pulse packs to charge, but not to close.
- Enemy models charged by a model making a grav pluse leap may not counter charge.
- When making a grav pulse leap, models may ignore obstacles up to 5" in height.

Pulse packs are difficult to guide accurately. Before the unit carries out its move or assault orders, make one CD check for the entire unit. If the CD check is passed, the unit may move up to 10" and then continue with its turn as usual. If the CD check is failed, the leap was mistimed, or a stray gust of wind has upset the Legionaries' tight formation. The unit may still move up to 10". but the following rules also apply:

- If the CD sheck was failed before carrying out a move order, the unit suffers an additional -1 'to hit' modifier to any shooting in its current turn.
- If the CD check was failed before carrying out an assault order, the unit loses all charge bonuses (including bonuses for special rules like Shock Trooper), and **can** be counter-charged.

Commander X

Commander X is an infamous and bloody-handed Black Legion leader. Obviously no one knows the real identity of X, but since she joined the Legion in the aftermath of a long, embarrassing campaign by Viridia against freedom fighters on the jungle world of Mekong Delta, it is presumed she is a Viridian veteran of that war. Commander X is a harsh disciplinarian and is as ruthless as any Enforcer, never taking prisoners and never giving any quarter. Wherever Commander X gets involved, diplomacy is no longer an option. She currently heads up the Midnight Eagles Strike Force, a rapid response unit of Black Legion based on Vacillus's moon, Kothon.

AS	SH	ST	T	W	CD	SZ	MV
6	6	4	5	2	6	2	4

Structure: Individual.
An army cannot contain more than one Commander X.
You may add Commander X to a Unit of Black Legion by using the same buying criteria as Sergeants

Troop Type	Equipment	No. per Unit	Cost
Commander X	2 Blasters	1	74

Special Rules
High Morale (+2), Tactical Awareness, Fearless, Shock Trooper, Multiple Attacks (x2), Lethal Strike (x1)

Commander X wears a graviton pulse pack like those worn by Black Legionaries and all the same rules for use apply.

Additional Troops

VASA armies may also take Marines, Marine Chain Gun and Mortar Teams from the Viridian Army List, Convict Legionaries and Enforcers from the Junker Army List, and Assault Androsynths from the Syntha Army List. All such troops in VASA Armies have been conscripted by VASA from the colonies- they are NOT allies, they belong to VASA.

Black Legionaries

SYNTHA

Hunter Killer 2000 Grav Bike

Hunter Killer 2000 Grav Bike

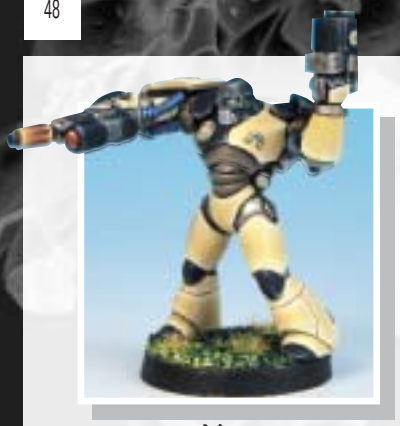
The Syntha are secretive and isolationist and their society is founded on a collectivist work ethic, in which the liberty and imagination of the individual plays second fiddle to the needs of the body politic. Everyone is born equal in Syntha society, and people gravitate naturally to areas in which they excel, rather than being forced into ill-suited professions as a result of social or familial pressures. This may sound utopian and is as close as humans have ever come to building a pure meritocracy, but it is ultimately soulless since there is no sense of overcoming the odds in Syntha society. Their agenda is to improve humans and to achieve these aims they are prepared to bypass the moral maze surrounding subjects like biotech and cybertech enhancement and artificial intelligence.

The military applications are obvious, and the one thing that Syntha citizens have to strive for is cybernetic enhancement- the ultimate status symbol in a society otherwise devoid of competition. One of the easiest routes to becoming a prosthene is military service, since experienced soldiers are worth augmenting to make them even more efficient. Combat vehicles are a classic example of this, with Syntha grav bike pilots hard wired into the controls of their weapon and drive systems. The Syntha also deploy military androsynths in battle. Although these troops present certain strategic limitations since their SPOMMs are nowhere near as spatially efficient or intuitive as human brains, the androsynths themselves are superhumanly strong and fast. The other advantage of them is that no one grieves when an androsynth soldier is destroyed- well, no one except certain civil liberties pressure groups calling for AIs to be given the same rights as humans. The Syntha do not have any particular area of warfare that they excel in above others, but technologically they are streets ahead of everyone else, making the quality of their troops markedly better. Syntha society is a difficult place to shine, but you can be sure that those who do are really special, and two such brilliant ones are the gifted programmer Doctor Omega and the unique, designer biomechanoid Xiao 3.14 Pi.

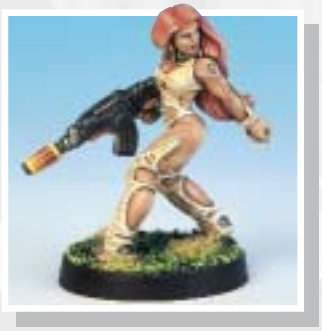
The Syntha tend to keep themselves to themselves, though they do act where they feel their interests to be threatened. Junkers and Viridians alike are envious of their technology and fear that Syntha monopolising this area could tip the balance of power in Prime's favour, so they do what they can to destabilise them. In many places the Syntha are fighting a rearguard action against the covert aggression of their neighbours, so they strike back with their own subterfuge and sabotage. Of course they are no less a target than anyone else for the Koralon, and so do their share in the war against the aliens.

Tactical Androsynths

Assault Androsynth Sergeant

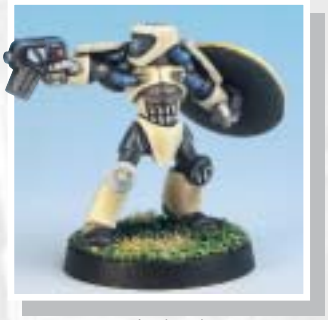


Dr Omega



Xiao 3.14pi

Assault Androsynth



Assault Androsynth

Additional Troops

Syntha armies may also take Marines, Marine Chain Gun and Mortar Teams from the Viridian Army List, and Convict Legionaries and Enforcers from the Junker Army List. All such troops in Syntha Armies are Syntha equivalents, standards and prothsenes, of these troop types- they are NOT allies, they belong to the Syntha.

Assault Androsynths

Assault Androsynths are commercial combat models designed specifically for hand to hand fighting. On the battlefield they seek and destroy enemy units by getting close enough to activate pneumatic boosters in their legs, powering them at high speed towards the target in a devastating charge. Once in the fray their immense, crushing fists can tear even heavy armour apart. The Syntha sell these models all over the galaxy.

AS	SH	ST	T	W	CD	SZ	MV
5	3	6	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maxmum of 1 Assault Androsynth Support model for every 2 other models.

Troop Type	Equipment	No. per Unit	Cost
Androsynth	Two Cesti	3-10	22
Androsynth	Grape Gun Negatron Shield	0-3	28(s)
Sergeant	Two Cesti	0-1	24

Special Rules
All: Grade I SPOMM, Fearless, Immune to Panic, Fast, Shock Trooper
Sergeant: Grade II SPOMM

Tactical Androsynths

Tactical Androsynths are capable of engaging in ranged combat. This is because they have more sophisticated AIs than the Grade Is, with a wider scanning range and faster data processing capabilities. In battle they carry massive energy weapon ordnance that is way too unwieldy for standards and most prosthenes to use.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	5	1	5	2	4

Structure: Squad
Unit Size: 4-8
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No. per Unit	Cost
Androsynth	Pulse Rifle	4-8	22
Plasma Gunner	Plasma Cannon	0-1	41(s)
Sergeant	Pulse Rifle	0-1	24

Special Rules
All: Grade II SPOMM, Fearless, Immune to Panic
Plasma Gunner: Tactical Awareness
Sergeant: Grade III SPOMM

Hunter-Killer 2000 Grav Bike

Hunter-Killer 2000s are light, highly manoeuvrable, one-man scout vehicles. The machine works on graviton field technology, which creates a low gravity cushion between the bottom of the bike and the ground, then the pilot manipulates vectored thrust jets to move and turn. These are just about the fastest vehicles in common use on the battlefield, and are capable of causing real damage with their nose mounted chain gun. The weapon is smart-linked to an implant in the prosthene pilot's head, which enables it to track around, automatically following their head movements as well as providing them with information on the gun's status.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	2	5	4	10

Structure: Squad
Minimum Unit Size: 1-4

Troop Type	Equipment	No. per Unit	Cost
Hunter-Killer	Mounted Chain Gun	1-4	81

Special Rules
Extended Fire Arc: The Chain Gun has a 180 degree field of fire, instead of the usual 90 degrees.
Models making rear attacks on Hunter Killers get +1 to hit. Because of their grav drives, Hunter Killers suffer no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height. The model can make 1 turn for every 2 inches moved. In close combat the pilot fights using an Autopistol. Hunter-Killers cannot evade.

Doctor Omega

Zander Omega is a military androsynth programmer and expert on the strategic use of AIs. After a brilliant career on the Syntha research and development colony of Illuminatus-Weishaupt L3, which took him to the top of the commercial market in labour saving robotics, he was sought out by the military. Nowadays he accompanies AIs into combat, relaying orders to them at lightning speed. His brain is augmented with various prime obsidian processors to facilitate this, and he has been programmed with state of the art soldiering and marksmanship software that enables him to defend himself. Always a loner, and somewhat obsessed with war, Omega is perfectly at home in the midst of the carnage. He works directly for Prime Secret Services and goes wherever he is posted.

AS	SH	ST	T	W	CD	SZ	MV
4	6	4	5	2	6	2	4

Structure: Individual.
An army cannot contain more than one Doctor Omega.
You may add Doctor Omega to a Unit of Androsynths by using the same buying criteria as Sergeants.

Troop Type	Equipment	No. per Unit	Cost
Doctor Omega	Gauss Rifle 2 Blasters	1	50

Special Rules
Multiple Shots (x2), Marksman, Tactical Awareness.
Each turn one unit of androsynths within Doctor Omega's LOS may ignore the limitations of their SPOMMs and operate as a normal unit.

Xiao 3.14 Pi

Xiao 3.14 Pi is a vat grown prosthene, a being representing the pinnacle of Syntha gene research and cybertechnology. She is the only one of a new generation of military prosthenes, and the scientists that created her earnestly wish they knew what it was that they did right. In an experiment never successfully repeated they spliced prime obsidian microcircuits to her embryonic cell nuclei. All of her clone sisters had a fault causing them to reject the hardware whilst still in the embryonic state, but she thrived on it- a true biomechanoid. Meanwhile Pi has grown to become an accomplished soldier and superb martial artist. Her existence fires the imagination of Syntha, such as it is, and her presence on the battlefield is a catalyst to all around her.

AS	SH	ST	T	W	CD	SZ	MV
6	4	5	5	2	6	2	4

Structure: Individual.
An army cannot contain more than one Pi.
You may add Pi to a Unit of Marines (i.e. Syntha standards and prothsenes) by using the same buying criteria as Sergeants.

Troop Type	Equipment	No. per Unit	Cost
Pi	Gauss Rifle Blaster Combat Blade	1	69

Special Rules
Multiple Attacks (x3), Strike First, Inspiring, Lethal Strike (x1), Fast, Tactical Awareness

VEHICLES

The following vehicles are generic models available to all human forces throughout the galaxy. Any human army can contain these vehicles.

Korvus

The Korvus is a light, one-man battle walker. It consists of a closed, armoured cockpit set above the weapon and drive systems, which in turn sits above the two powerful legs. In combat they make exceptional shock elements. They are fast, manoeuvrable, and able to do serious damage at both long ranges with their gauss cannons, and in close combat where they trample and kick opponents. The down side is that they tend to be vulnerable to rear attacks by close assault troops armed with anti-armour weaponry. The Korvus is undoubtedly a classic and most human governments' armed forces field one or more vehicle designs based on this standard.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	6	4	5	6	8

Structure: Individual

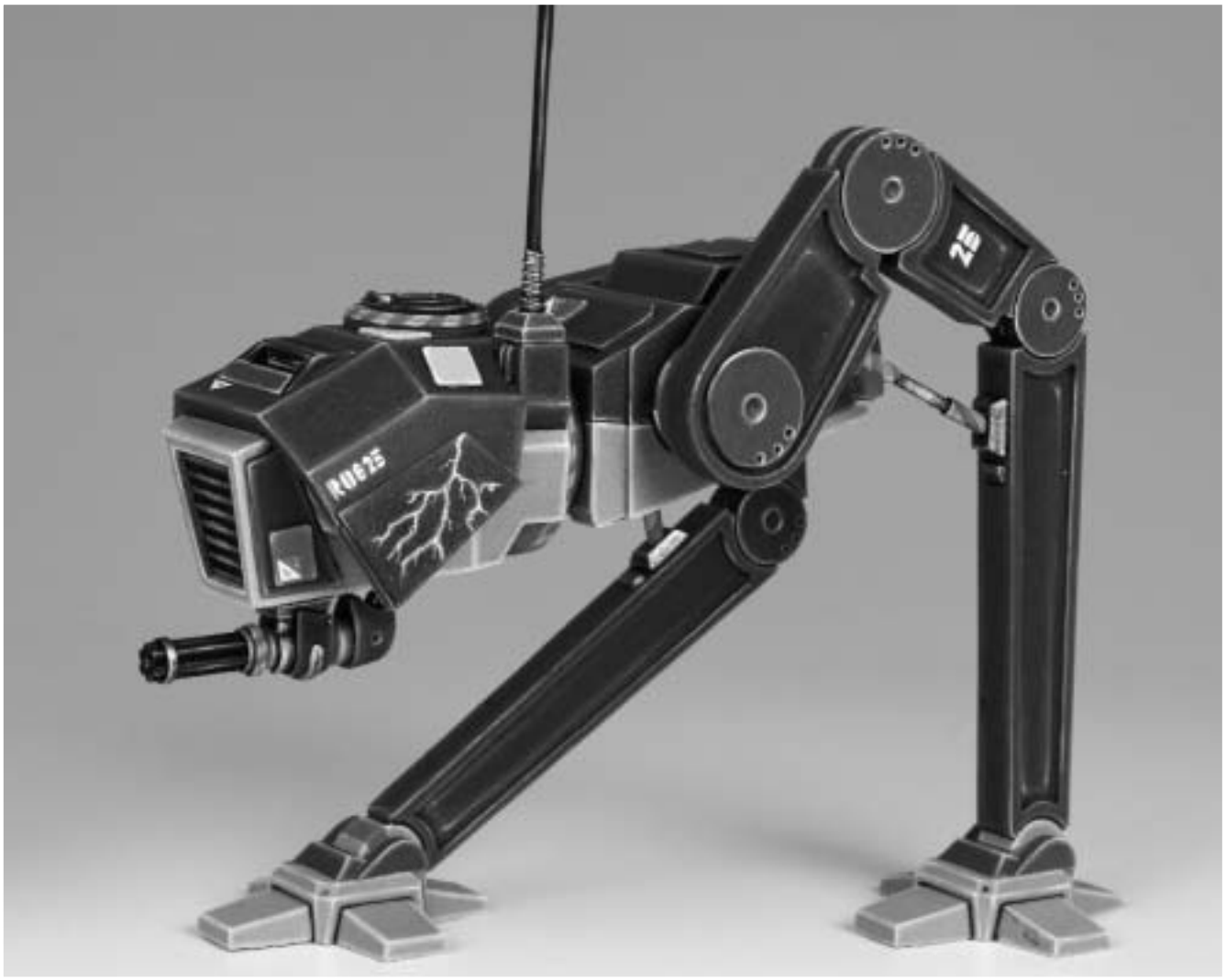
Troop Type	Equipment	No. per Unit	Cost
Korvus	Mounted Gauss Cannon	1	104

Special Rules

Fearless, Tactical Awareness, Heavy Armour 5, Lethal Strike (x3). Models making rear attacks on Korvi get +1 to hit. The model can make 1 turn for every 3 inches moved. In close combat Korvi kick and stomp on opponents, this counts as a melee weapon attack, To Hit 0, Dam ST+0. A Korvus cannot evade.

Damage Table

1d10	Result
1-5	No Additional Damage
6	Leg Damage: Every time the Korvus wishes to turn roll 1d10. If the result is 1-5 the Korvus cannot turn, but still counts as having done so for purposes of distance moved so far. A second hit in this location permanently immobilises the vehicle.
7	Drive System Damage: The Korvus becomes prone to stalling. Each time the Korvus is activated roll 1d10. If the result is 1-5 then the Korvus cannot move this turn. A second hit in this location releases a lethal pulse of short wave radiation, destroying the vehicle and all on board. Centre the large explosion template on the vehicle and all models touched by it take a Dam 4 hit.
8	Ammunition Feed Breached: The weapon becomes prone to jamming. Each time the pilot attempts to shoot roll 1d10. On a roll of 1-5 the weapon cannot be fired this turn. A second hit in this location renders the weapon totally useless
9	Gauss Cannon Damaged: The magnetic rail becomes misaligned. From now on the weapon suffers a –1 to hit mod and does (x1) less burst. A second hit in this location renders the weapon totally useless
10	Pilot Killed: A result in this location effectively destroys the vehicle. Remove it from play



Korvus

Tiger APC

Tiger class battle walkers are heavy quadruped vehicles. The Tiger APC is a lumbering, heavily armoured troop carrier. It is capable of carrying up to eight soldiers in relative safety within in its well-protected passenger compartment and deploying them where they're needed on the battlefield. It's controlled from the head by a pilot, just behind whom sits a gunner operating the Colossus RMD- a very, very big rotary barrelled rail gun. Although formidable in any scenario, the Tiger isn't very manoeuvrable and can be vulnerable if attacked to the rear or flanks with close assault anti-armour weapons.

AS	SH	ST	T	W	CD	SZ	MV
4	4	6	8	6	5	8	6

Structure: Individual

Troop Type	Equipment	No. per Unit	Cost
Tiger	Colossus RMD VIII	1	141

Special Rules

Fearless, Tactical Awareness, Heavy Armour 5, Lethal Strike (x5)

Models Attacking Tiger's flanks get +1 to hit, and rear attacks get +2

The model can make 1 turn for every 4 inches moved.

In close combat Tigers kick and stomp on opponents, this counts as a melee attack, to Hit 0, Dam ST +0. A Tiger cannot evade.

Tiger APCs are troop carriers, and the following rules apply:

- Tigers may carry up to 8 passengers of size 1 or 2
- Tigers can be deployed at the start of the game with units inside them. Mark the presence of such units on the Tigers record sheet
- A Tiger must transport either all or none of a unit, it cannot transport partial units
- Enemy models may not enter the Tiger

Once aboard the Tiger passengers are effectively part of the vehicle, and can be affected by results on its damage table. The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base to base contact with the Tiger may board it
- During the Tiger's turn passengers can disembark at the beginning or end of any part of the Tigers order sequence except assault. They should be placed in the rear or flank arcs of the Tiger and within 4 inches of it. Disembarking passengers may do nothing else during the current game turn and count as being on hold.

Damage Table

1d10	Result
1-5	No Additional Damage
6	Leg Damage: Every time the Tiger wishes to turn roll 1d10. If the result is 1-5 the Tiger cannot turn, but still counts as having done so for purposes of distance moved so far. A second hit in this location permanently immobilises the vehicle.
7	Drive Mechanism Damage: The Tiger becomes prone to stalling. Each time the Tiger is activated roll 1d10. If the result is 1-5 then the Tiger cannot move this turn. A second hit in this location releases a lethal pulse of short wave radiation, destroying the vehicle and all on board. Centre the large explosion template on the vehicle and all models touched by it take a Dam 6 hit.
8	Colossus Damaged: Roll **1d10** **1-5:** The weapon becomes prone to jamming. Each time the gunner attempts to shoot roll 1d10. On a roll of 1-5 the weapon cannot be fired this turn. **6-10:** The magnetic rail becomes misaligned. From now on the weapon suffers a –1 to hit mod and does (x1) less burst. A second hit in this location renders the weapon totally useless
9	Passenger Killed: a random passenger is killed, remove the model from the squad. If there are no passengers count this result as an 8
10	Crewmember Killed: A first hit in this location results in the vehicle being unable to move and fire during the same turn, the second effectively destroys it. Remove the model from play. Any passengers should be disembarked before removing the model.

Tiger APC

Armoury

Improvised Weapons

Troops that are equipped **solely** with weapons with no close combat capabilities (for example the Syntha Plasma Cannon) must use improvised weapons in close combat. Gun butts, entrenching tools, sticks, stones, bare hands and natural weaponry can all be pressed into service when the action gets up close and personal.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST-1								

Type: 2 handed*, melee
Special Rules: *Although improvised weaponry may not literally be two handed, it represents the use of weapons that are not particularly efficient in close combat. As such they cannot be combined with another weapon in CC to give any bonuses, nor can a shield be used in conjunction with an improvised weapon.

Combat Blade

Combat blades are really anything that can be used to stab, slash, puncture or otherwise injure a close combat opponent. Swords, machetes and combat knives are examples of Combat Blades, and can prove an essential back up tool when confronted at close quarters or where stealth is required. Military grade combat blades tend to be incredibly hard, durable and sharp in order to penetrate modern armour and cope with possible exposure to corrosive climates.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+0								

Type: 1 handed, melee
Special Rules: None

Battleshield

Battleshields are essentially an extra piece of armour to protect the user. They are most commonly employed by assault troops that are required to storm enemy positions or advance under fire. Battleshields are about 1.5 metres tall and are made of a hard, flexible ceramic layer on the outside, with an anti-ballistic gel filled cushion behind it. The whole thing is incredibly light but can effectively repel most small arms fire.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

Coraline Blade

Coraline Blades covers a variety of growths that resemble swords, axes, knives and the like, as well as encompassing the coraline encrustations around natural weaponry such as the larger and more businesslike claws, or the barbed ends of tails. Koralon are natural hand to hand fighters, and these diamond-hard and incredibly sharp weapons can penetrate even heavy armour.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+0								

Type: One Handed, melee, armour piercing 2
Special Rules: None

Coraline Warstaff

Coraline Warstaffs are more specialised coraline close combat weapons. They consist of a long shaft capped at either one or both ends with a coraline blade. In their mode of use they are similar to ancient human weapons such as halberds or naginata, which is to say that they require some skill to use. The fighting style mainly involves thrusting and overarm chopping manoeuvres combined with defensive parrying.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	ST+2								

Type: 2 handed, melee, armour piercing 2
Special Rules: None

Heavy Coraline Blade

Heavy coraline blades are quite simply really big coraline blades, usually swords and axes that have a long haft allowing the Koralon to grip them with two hands. They are clumsy to use but when a hit is struck they can be quite devastating, inflicting injuries that are of an entirely different magnitude to the lesser coraline blades. They are unsubtle weapons best employed by wildly swinging them in an arc around the head.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	S+1(x2)								

Type: 2 handed, melee, armour piercing 2
Special Rules: None

Coraline Shield

Coraline shields are used as an additional safeguard for many Koralon in battle

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

Vibro Scythe

Vibro scythes are large blades worn over the fists of power suits. They are made of a specially toughened material that has some unique magnetic properties. The blade sits in a reinforced groove on the glove, and when enough current is passed through it, it vibrates at such a rate that a resonance field builds up around it. Of course this makes it a deadly weapon in close combat, used as standard by Shock Marines in a style reminiscent of ancient gladiators.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	St+0(x3)								

Type: 1 handed, melee
Special Rules: None

Negatron Shield

Negatron shields are the cutting edge of personal armour. They require a massive energy supply to use and so can only be attached to powered armour. They act just like any other shield, except the surface is covered in an anti-matter flux generated by a particle smasher rig in the back of the shield. Incoming projectiles can be literally disintegrated by the flux, significantly reducing the chance of the user being hit. Because of the destructive potential of this shield it can actually be used as a close combat weapon in its own right, though it is somewhat awkward.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	4								

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers heavy armour 3 and a –1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

Cestus

Cesti are massive mechanical gloves attached to Junkers' Exo-Suits and Assault Androsynths. Aptly named after an ancient gladiatorial weapon that consisted of a glove with an iron bar in it, and often spikes across the knuckles, the cestus is used for punching and crushing. A hydraulic ram in the wrist gives the user a killer punch, but the real damage is done when it grabs something. Capable of crumpling sheet steel like tissue paper, a cestus will mangle most things it can get a good grip on.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	6(x sp)								

Type: 1 handed, melee, armour piercing 3
Special Rules: The amount of penetrative damage the Cestus does depends on how good a grip it has on the target. For every 2 clear points that the 'to hit roll' is passed by add 1 to the Dam multiplier (always assume the base to be (x1)). A natural to hit roll of 10 always gives a (x3) Dam modifier.

Thermite Spear

Thermite spears are long poles with a thermite charge mounted on the end. Thermite is a plastic explosive that requires a current to be ran through it to detonate, so the user must press a trigger on the haft of the spear once they've got the charge in place. This is obviously fairly difficult to use in the midst of battle but when it works the effects are worth the bother- because when activated thermite reacts so rapidly and violently that it is consumed in a flash of plasma.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	7								

Type: 1 handed, melee, armour piercing 5
Special Rules: None

Autopistol

Autopistols are standard sidearms. They come in a bewildering variety of different models with different styles of ammunition ranging from old-fashioned brass-cased rounds to high-tech flechette sprayers, but they all perform pretty much the same function on a battlefield. Small enough to use in close combat and reasonably effective at short ranges, autopistols are a favourite of light assault troops, particularly when used in combination with combat blades.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4	0	4						

Type: 1 handed
Special Rules: None

Blaster

Blasters are the energy weapon equivalent of autopistols. The magazine consists of a particle smasher not dissimilar to the device that generates the flux field on negatron shields. When the trigger is pulled a hail of anti-matter bolts is sprayed out of the muzzle, disintegrating whatever they hit. Because of the nature of anti-matter it dissipates quickly, so the weapon is only useful up to short ranges. Within this bracket though, blasters are considerably more effective than autopistols. They are expensive and usually only issued to key personnel.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0(x2)	4	0(x2)	4						

Type: 1 handed
Special Rules: None

Gauss Carbine

Gauss carbines are variants of the Gauss Rifles used by marines everywhere. They are shorter weapons calibrated to be more effective at close ranges, with a corresponding loss of performance beyond this. Gauss carbines are compact enough to be fired one handed by a powered armour soldier, leaving the other hand free to wield a shield or second weapon. Special Forces troops and corporate security forces often use them.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	5	+1	5	-1	4				

Type: 1 handed
Special Rules: None

Light Flame Thrower

Flame Throwers are short range devices that spray sticky, incendiary fuel over an area. They are terrifying, indiscriminate weapons that set fire to everything in their path. Light Flame Throwers are configured for use in close combat, so are much more compact than standard models and have correspondingly less area coverage. The fuel is a gel that is pumped from a diffuser nozzle and ignites upon contact with the air.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4								

Type: 1 handed, directly placed template weapon, incendiary
Special Rules: Use the small teardrop shaped template. The weapon does 4 Dam.

Grape Gun

A grape gun is a bulky rotary barrelled cuff that fits on to the forearm of a power suit. It uses magnetic rail technology to fire a lethal shower of large ball bearings at an incredible rate of fire. It is very inaccurate beyond short range, but within that bracket it is one of the most devastating small arms around.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0(x2)	5	0(x3)	5	-1	4				

Type: 1 handed
Special Rules: None

Coraline Darts

Coraline Darts are spiny outgrowths on Araktons that they can fire off with surprising effectiveness. Each dart is a sharp spike of crystal that grows within a capsule on the back of the Arakton's arm. There are bioelectric ganglia at the base of the capsule that the Araktons can activate with no more difficulty than flexing a muscle, and this energy discharge shoots out the dart at supersonic speed. They aren't hugely effective weapons, but measure up as well as any human autopistol.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	4	0	4						

Type: 1 handed
Special Rules: None

Spine Blaster

Spine Blasters are short range, area effect coraline weapons grown on similar principals to the Coraline Darts. Unlike Coraline Darts, the weapon isn't an integral part of the Arakton. It is activated by the Arakton passing a bioelectric current through the firing chamber. Spine Blasters are full of tiny coraline barbs that emerge as a fine, deadly mist when the weapon is fired. They make excellent close assault weapons and are similar in many ways to human Light Flame Throwers.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	4(x2)								

Type: 1 handed, directly placed template
Special Rules: Use the small teardrop shaped template. The weapon does 4 (x2) Dam.

Autoshotgun

Autoshotguns are quite basic short to medium range weapons. They fire old-fashioned gunpowder projectiles, but for all that are still as effective than a gauss rifle at short range. This is because their twelve bore cartridges fire a dense pattern of shot, which requires less skill on behalf of the user to hit the target. This makes them a favourite standard issue weapon for light assault troops such as Convict Legionnaires.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	+1	4	-1	4				

Type: 2 handed
Special Rules: None

Gauss Rifle

Gauss Rifles are the favourite standard issue weapons of most armies across the galaxy. Effective up to medium range, they are hard-hitting and reasonably accurate. Gauss technology was an offshoot of VASA magnetic field research, and uses a so-called 'Gauss Field' to fire projectiles. The barrel of a gauss rifle contains a powerful magnetic rail, activated when the trigger is pulled. This lifts steel flechettes out of the magazine and accelerates them towards the target at hypersonic speed.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	0	5	0	5				

Type: 2 handed
Special Rules: None

Sniper Rifle

Sniper rifles are highly specialised long-range weapons that are lethal in the hands of a trained user. They fire self-propelled ammunition that requires the gun to have special shielding. Each round has a heat resistant steel tip with a solid fuel base that is activated by the powder, giving the weapon its massive effective range. Sniper rifles usually come with advanced scopes and imaging systems that require specialist knowledge to use to their full potential.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	+2	5	+1	5	0	4	-1	3

Type: 2 handed
Special Rules: None

Ion Lance

The Ion Lance combines the hand to hand benefits of a Vibro Scythe along with the range effects of a firearm.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0(x2)	5	+1(x2)	5						

Type: 2 handed
Special Rules: None

Pulse Rifle

Pulse Rifles are high-energy laser (HEL) weapons. The battery pack required to generate a laser beam of sufficient intensity to burn a hole though an enemy at range is way too heavy for a human to carry. For this reason only androsynths can carry these weapons into battle, the alternative being mounted pulse rifle systems. Although clearly an effective piece of ordnance, it is expensive and bulky so most armies don't bother with it. The Syntha however, with their regiments of tactical androsynths, issue this weapon as standard.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	6	+1	6	0	6	-1	3		

Type: 2 handed
Special Rules: None

Splinter Rifle

Splinter Rifles are basic coraline imitations of human gauss rifles. Rather than a magnetic rail, they use bioelectricity to fire coraline flechettes. They aren't quite as effective beyond short range as gauss rifles are, but given time Koralon technicians may well overcome this problem. In battle they are carried by Araktons and allow the aliens to effectively engage human forces on their own terms.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	5	0	5	-1	4				

Type: 2 handed
Special Rules: None

Trident

The Trident is Centurion Aurelian's personal weapon. Many high-ranking officers in the Junker army carry strange combination weapons cobbled together from battlefield remnants by their scavenging engineers. The Trident is a modified gauss rifle, it has a modified light flame thrower attached beneath the barrel, and three vibro-scythe blades fixed around the muzzle. The idea is that it gives Aurelian a wide choice of tactical options rolled into one weapon.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	S+0(x3)	0	5	0	5				

Type: 2 handed, directly placed template* (see below)
Special Rules: *When the Trident is fired the user can either opt to shoot normally with the Gauss Rifle section, or they can use the underbarrel Light Flame Thrower. The Light Flame Thrower uses the small teardrop shaped template and does Dam 4, which counts as incendiary.

Chain Gun

Chain guns are squad support gauss weapons. Heavy weapons specialists carry them into battle, usually on some sort of gyro-stabilised rig to cope with the recoil and shaking. They are stripped down versions of vehicle and tripod mounted chain guns, and are somewhat less effective due to the lack of a stable firing platform. However, chain guns are devastating anti-personnel weapons within their effective range and can spray a hail of heavy flechettes at a considerably higher rate of fire than a basic gauss rifle.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	6	+1(x2)	6	0	5				

Type: 2 handed
Special Rules: None

Grenade Launcher

Grenade Launchers are indirect fire squad support weapons. They fire a spin-stabilised, 40mm high explosive fragmentation round in a parabolic arc. Grenade Launchers require a certain amount of specialist training to use since skill and judgement is needed to calculate the angle of trajectory, adjustments for wind, local gravity and the like. On board computers go some way towards alleviating this problem on certain models, but their information is no substitute for an experienced heavy weapons specialist.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		0	5	-1	5	-2	5		

Type: 2 handed, indirect fire, ranged template weapon
Special Rules: Use the small circular template

Rocket Launcher

Rocket Launchers are long-range anti-armour weapons deployed as squad support. Most consist of a missile or large rocket propelled warhead fired from a hollow, disposable tube. There are many targeting systems on the market including sophisticated target recognition software, echo location, wire guidance and laser targeting, but all are designed for hitting large targets. This makes them inherently inaccurate and therefore unsuitable for anti-personnel use.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	7(x3)	-2	7(x3)	-3	7(x3)		

Type: 2 handed, armour piercing 5
Special Rules: None

Flame Thrower

Flame Throwers are particularly unpleasant short range support weapons. They spray incendiary gel or liquid fuel in a curtain of searing fire. Advanced models use compounds that ignite on contact with the air, but most still have either an electrode or a pilot flame to set the fuel alight. They are particularly effective when used to hose down the interiors of bunkers or trenches, where enemy troops are packed in tight and have nowhere to run.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 2 handed, directly placed template weapon, incendiary
Special Rules: Use the large teardrop shaped template. The weapon does 5 Dam.

Plasma Cannon

Plasma Cannons are hugely devastating anti-armour energy weapons. They are very large and bulky and can only effectively be used from some sort of mount. In fact, the only troops that commonly use plasma cannons are specially programmed tactical androsynths, who are big and strong enough to actually carry them. The plasma is formed in an electromagnetically shielded chamber, to prevent the weapon being disintegrated by its own ammunition. When the trigger is pulled some of the plasma is released and shot out of the barrel by a linear accelerator to engulf and melt the target on impact. Unfortunately due to the inherently unstable nature of plasma, the bolts fired by this weapon rapidly dissipate beyond medium range.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	8(x2)	-2	8(x2)				

Type: 2 handed, ranged template weapon, armour piercing 5
Special Rules: Use the small circular template

Shard Bomb Launcher

Shard Bomb Launchers are coraline long-range support weapons used by Araktons. They operate on similar operational principles to human grenade launchers. A specially modified coraline shell has a bioelectric charge passed through it in the weapon's firing chamber, which launches it in a high arc. When the shell strikes a solid object a pressurised gas filled chamber within the round breaks, causing a surprisingly violent decompression explosion that fills a wide radius with coraline fragments.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	4	-2	4	-3	4		

Type: 2 handed, indirect fire, ranged template weapon
Special Rules: Use the large circular template

Neutron Staff

Neutron Staffs are complex coraline-neutronium alloy support weapons. The device is full of strange channels and pockets that focus and project an oscillating gravity pulse when the Koralon user passes a bioelectric current through it. The gravity pulse actually causes a wave of localised distortion similar to the effect generated by the xaser drives on starcraft. Anything caught in the pulse is subjected to massive tidal forces that can stretch and separate its molecular structure- a process known as 'dimensional attenuation'. The wave can only affect a relatively small area, but is devastating within that range.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 2 handed, directly placed template weapon, armour piercing 2
Special Rules: Use the large teardrop shaped template. The weapon does 6 Dam.

Phasing Staff

Phasing Staffs are sophisticated coraline-neutronium devices that require large currents of bioelectricity to operate. They are carried in battle by Phazons, who use them for a variety of different gravity warping effects; from crushing high-g distortions to localised wormholes. A Phazon wielding a Phasing Staff demonstrates a Koralon mastery of gravitics that puts human technology to shame.

CC		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	St+0								

Type: 2 handed, melee
Special Rules: See the Phazon entry ihe wave can on(a)arpmv19nea.2942 412.268 4fH1t5s8emAnyHieg8 TwentrPhasing .56sk188g0.8u.296ev5-t25.1(46ooriet)-10(y oos841746o3:Tm0.0043 Tc0.0
to shame.

UNIT No. in Unit Cost

Model	Weapons	AS	SH	ST	T	W	CD	SZ	MV

Weapon	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Rules / Notes

UNIT No. in Unit Cost

Model	Weapons	AS	SH	ST	T	W	CD	SZ	MV

Weapon	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Rules / Notes

UNIT No. in Unit: 1 Cost

Model	Weapons	AS	SH	ST	T	W	CD	SZ	MV

Weapon	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Rules / Notes

UNIT No. in Unit: 1 Cost

Model	Weapons	AS	SH	ST	T	W	CD	SZ	MV

Weapon	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Rules / Notes

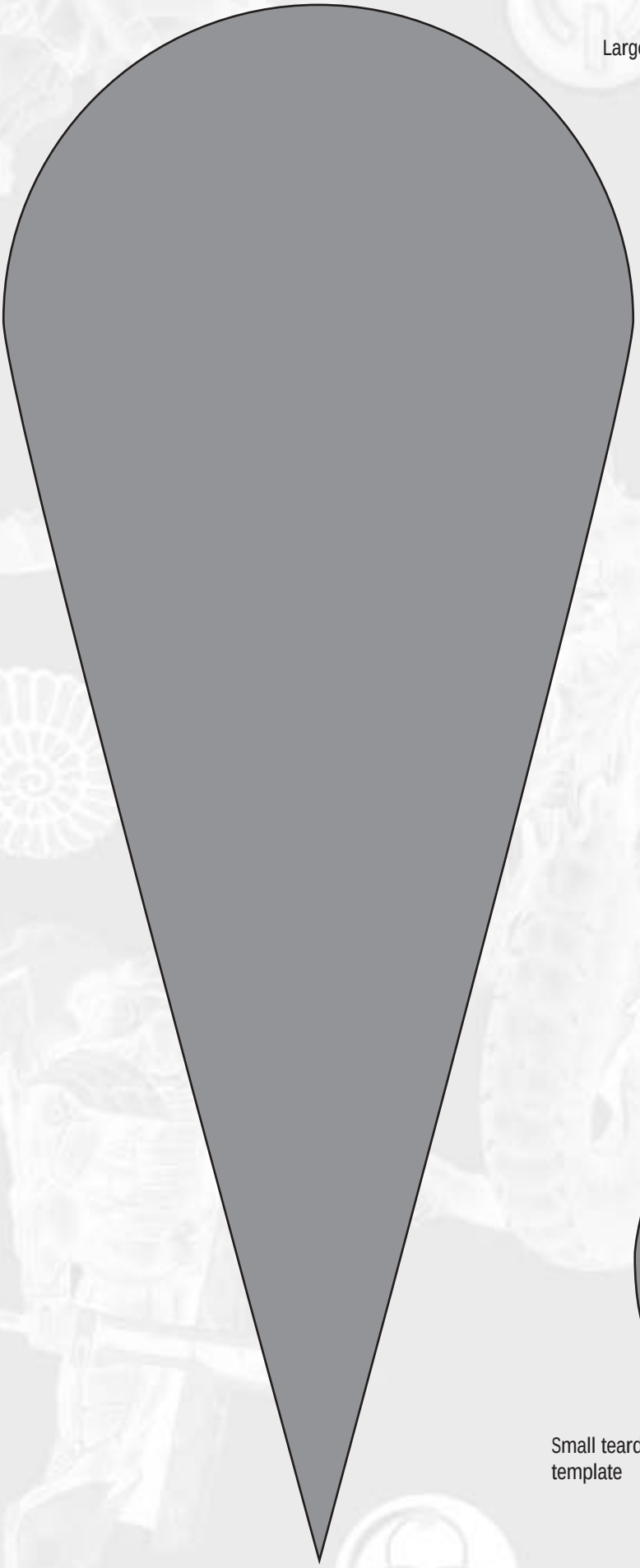
UNIT No. in Unit: 1 Cost

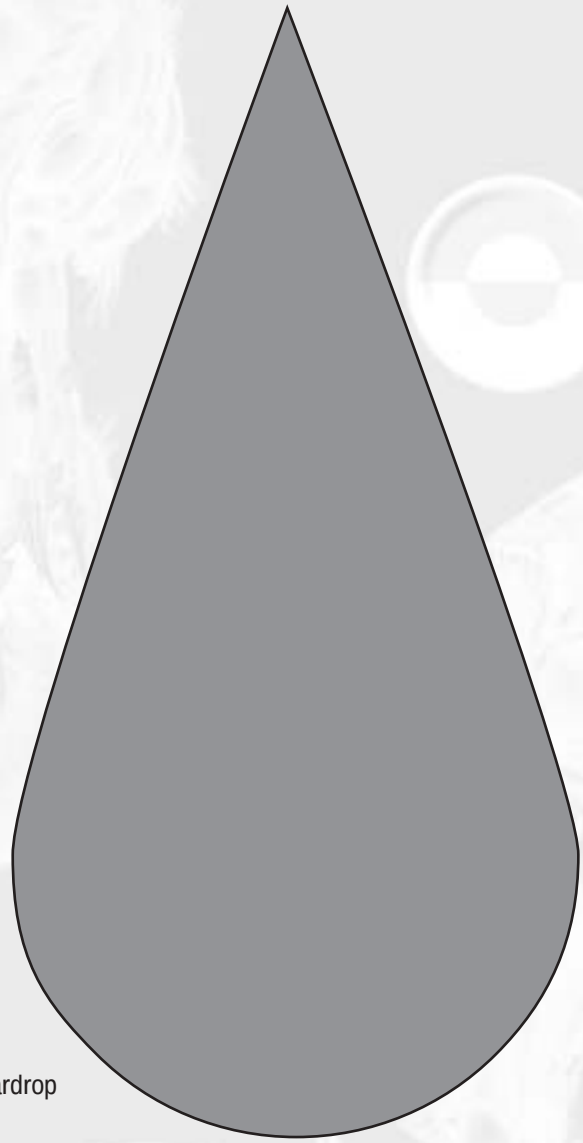
Model	Weapons	AS	SH	ST	T	W	CD	SZ	MV

Weapon	CC		Short		Med		Long		Ext	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Special Rules / Notes

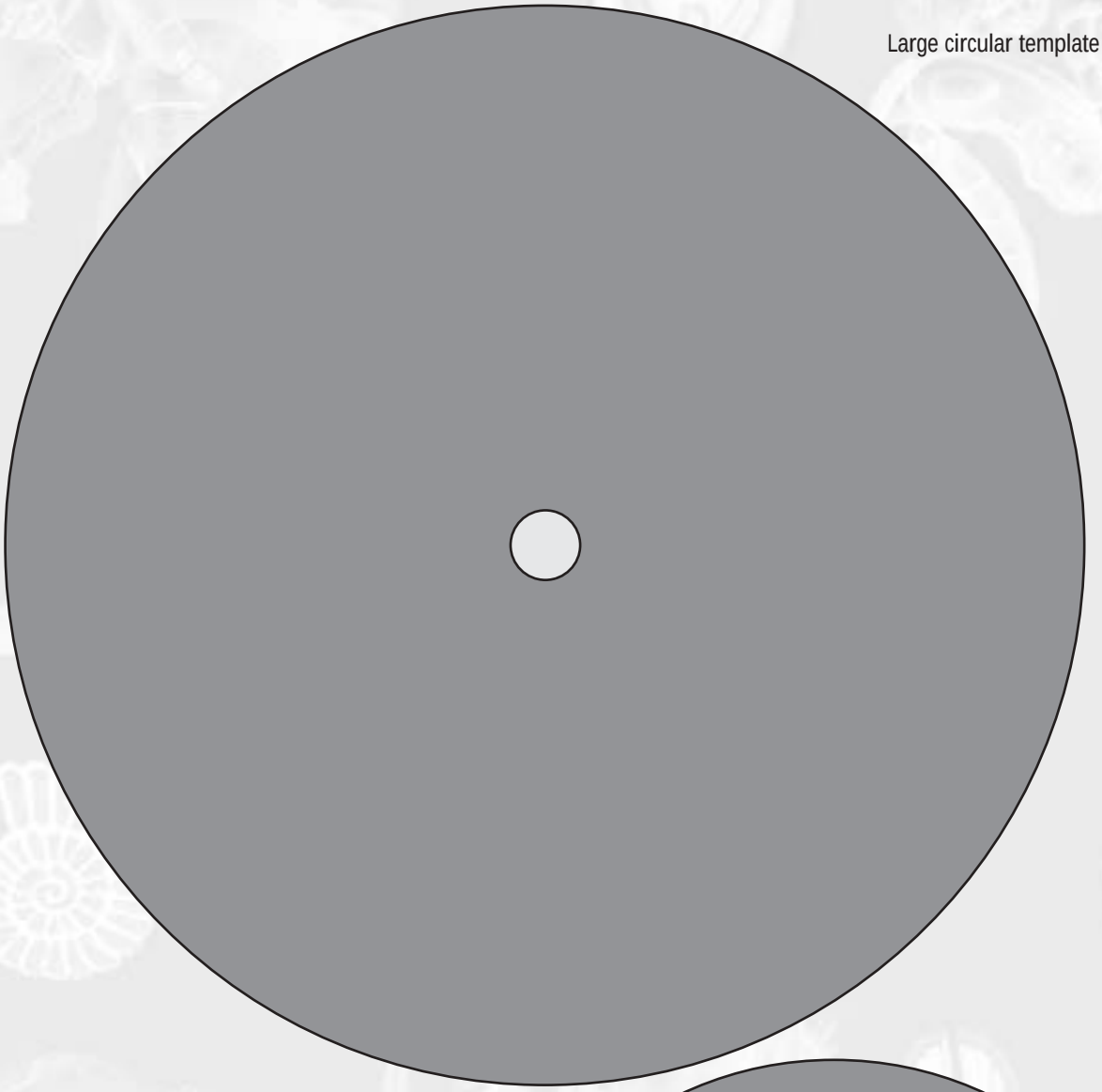
Large teardrop template

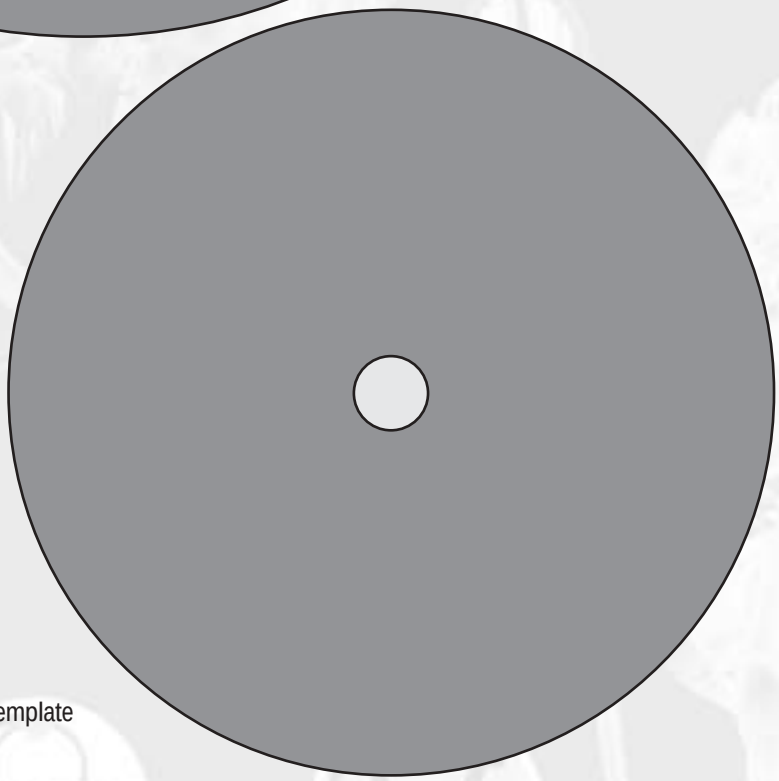




Small teardrop template

Large circular template

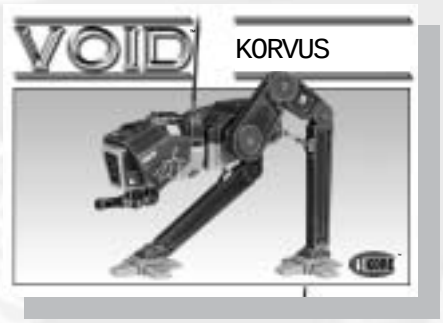




Small circular template

SOME EXAMPLES OF BOX SETS AVAILABLE FOR VOID

31902 Tiger APC

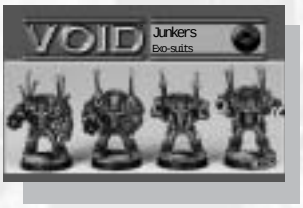


31901 Korvus

31504 Koralon
Broodmaster

31506
Koralon Hydra

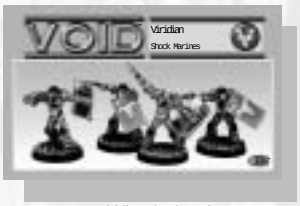
31201
Junkers Convicts



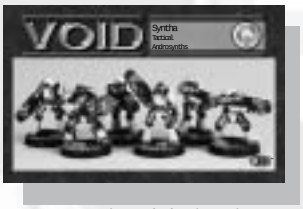
31203
Exo-Suits

31507
Koralon Tactical Araktons

31202
Sandrunners



31102 Viridian Shock Marines



31301 Syntha Tactical Androsynths

31101
Viridian Marines

31403
VASA Tav mkIII

31401
VASA Marines

31402
VASA Black Legionaries

BATTLES WITH MINIATURES

Battles with Miniatures is i-Kore's regular magazine. It is the lifeblood of Void, keeping you up to date with everything that is new for the game.

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- **Rules for the new troop types and personalities in Void,**
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- **In depth painting articles.**
- **Battle reports and scenarios.**

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Sample Armies

Below you will find a suggested army for each of the five forces available in Void.

They are worth roughly six hundred points, which is a good-sized army to begin with (a six hundred-point game should take about an hour to play).

Once you have collected a six hundred-point army, you should increase its size to 1500 points, or 2000 points or to whatever size you wish – choosing new units based on your experiences on the field of battle.

Alternatively, you may wish to collect a new army, in which case pick one you like and start again!

Remember, these armies are our suggestions, you should feel free to choose different models, but these forces are well balanced and fun to play with.

To keep up to date on new models, new rules and troop types, as well as battle reports and exciting scenarios, check out Battles with Miniatures – available from all good hobby stores and free online at www.i-kore.com.

And if youíd like to show us your army please feel free to contact us – particularly if you have any photographs of your models painted.

Junker Army – 595 Points

What Junkers lack in ranged firepower they more than make up for with their brutal close assaults. The base of this army is a unit of 9 convict legionaries, including a flamethrower and grenadier for support.

Exosuits are built for close ranged combat, and their high Toughness and Heavy Armour gives them much needed staying power to help get them to their enemies, while Sandrunners are much faster than the rest of the army, and are essential to head up any Junker assault.

Finally a unit of suicide bombers is a cheap, effective screen for the rest of the army.

This Junker assault force is lead by the infamous Gracchus, riding into battle astride the fearsome Rex, with an Enforcer on foot to back him up and boost morale.

- Convict Legionaries 164 Points
  (6 Legionaries, 1 Sergeant, 1 Flame Thrower, 1 Grenadier)
- Exo-Suits 173 Points
  (2 with Cesti and Grape Guns, 2 with Light Flame Thrower, 1 Sergeant)
- Sandrunners 135 Points
  (3 Sandrunners, 1 Sergeant)
- Suicide Bombers 36 Points
  (4 Suicide Bombers)
- Enforcer 18 Points
  (Indivdual)
- Gracchus & Rex 69 Points
  (Individual)

Viridian Army – 601 Points

The core of this Viridian army is defensive. The Marines, and their elite veterans the Assault Marines, provide covering fire and protect the Mortar and Chain gun Teams.

The Shock Marines are virtually unstoppable in close combat, and to help them get there in one piece they should be transported in the Tiger APC – which can easily soften up any opponents with its mighty Colossus RMD VIII.

Icharus Trask is almost as destructive up close as the entire unit of Shock Marines, and he works best if attached to the unit – he epitomises the expression 'lead from the front'.

- Marines 118 Points
  (4 Marines, 1 Sergeant, 1 Sniper)
- Assault Marines 101 Points
  (4 Marines, 1 Sergeant)
- Shock Marines 87 Points
  (2 Shock Marines, 1 Sergeant, 1 Grape Gunner)
- Marine Mortar Team 59 Points
- Marine Chaingun Team 51 Points
- Tiger APC 141 Points
  (Individual)
- Major Icharus Trask 44 Points
  (Individual)

Syntha Army – 604 Points

The core of any Syntha army is its Androsynths.

The Assault Androsynths are armed only with two Cesti – they are equipped purely for close combat, while the Tactical Androsynths, with their fearsome Plasma Cannon, are there to provide covering fire. A unit of Marines with a chaingunner backs them up.

2 Hunter Killer Grav Bikes are more than capable of doing a lot of damage on their own, and they are fast and mobile enough to strike where needed.

Finally Pi is a capable leader, able equally to inspire the Marines to greater glory, and take down most opponents in close combat.

- Assault Androsynths 112 Points
  (4 Androsynths with Cesti, 1 Sergeant)
- Tactical Androsynths 153 Points
  (4 Androsynths, 1 Plasma Gunner, 1 Sergeant)
- Marines 108 Points
  (4 Marines, 1 Sergeant, 1 Chaingunner)
- Hunter-Killer 2000 Grav Bike 162 Points
  (2 HK-2K Bikes)
- Xiao 3.14 Pi 69 Points
  (Individual)

VASA Army – 604 Points

VASA armies can be very versatile, but they excel as fast strike forces.

This army has 2 units, a unit of Marines including a chaingunner to provide covering fire, and a sizeable unit of Black Legionaries to spearhead the assault.

A Korvus will provide support for the elite Black Legionaries, as well as drawing a lot of fire from the more fragile humans.

Finally, Commander X, who leads this strike force, can be attached to the unit of Black Legionaries, or can roam the battlefield on her own free to attack different targets.

- Marines 108 Points
  (4 Marines, 1 Sergeant, 1 Chaingunner)
- Black Legion 318 Points
  (6 Black Legion, 1 Sergeant)
- Korvus 104 Points
  (Individual)
- Commander X 74 Points
  (Individual)

Koralon Army – 591 Points

Koralon are masters of surprise attacks, and this army is designed around a quick, brutal assault.

A core of Brood Warriors with Heavy Blades, plus a unit of three Larvans provides a very solid base to the army.

Next some Tactical Araktons provide close support, with a fast unit of Assault Araktons ready to react to any threats.

Grendel provides the Tactical Araktons with some support, while the Broodmaster is the ultimate spearhead for any attack.

- Brood 105 Points
  (5 Brood with Blades)
- Larvans 109 Points
  (1 Larvan with 2 Coraline Blades,
  1 Larvan with Warstaff, 1 Resonator)
- Tactical Araktons 114 Points
  (4 Araktons, 1 Leader, 1 Spine Blaster)
- Assault Araktons 116 Points
  (4 Araktons, 1 Leader)
- Brood Master 106 Points
  (Individual)
- Grendel 41 Points
  (Individual)

Notes: